50th ISSUE

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TOTAL!

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February 1996 Issue 50 £2.50

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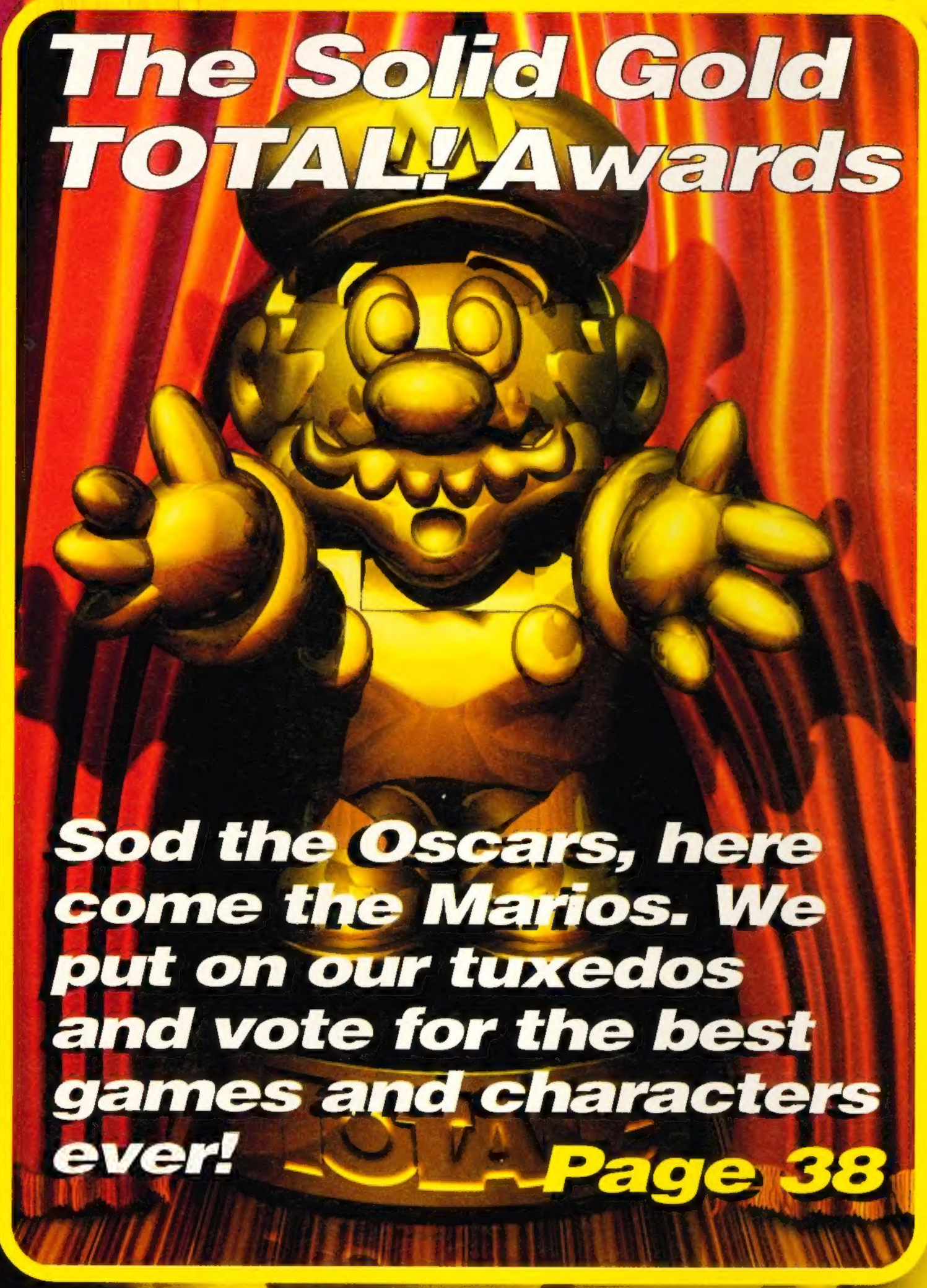
The Solid Gold TOTAL! Awards



Sod the Oscars, here come the Marios. We put on our tuxedos and vote for the best games and characters ever!

Page 38

50 Golden Wonders

We also pick our favourite game from every issue of TOTAL!

Page 26

REGULARS

News	6
Charts	12
Letters	62
TOTAL! Tactix	66
Subs/Back Issues	69
TOTAL! Recall	78
Reader Ads	81
Crossword	82

FEATURES

The History of TOTAL!	14
TOTAL! People	20
A Day In The Life Of...	22
50 Golden Wonders	26
How To Get Ahead In PR	32
50th Issue Compo	36
The Solid Gold TOTAL! Awards	38

PREVIEWS

NHL '96 (GB)	44
PGA Tour Golf '96 (SNES)	46

REVIEWS

Separation Anxiety (SNES)	48
Porky's Haunted Holiday (SNES)	50
Spawn (SNES)	52
Chrono Trigger (SNES)	54
Killer Instinct (GB)	56
Arcade Classics (GB)	58

WIN 100 SNES GAMES!

If you didn't get them for Christmas, 100 of the latest releases are up for grabs.

page 36

THE HISTORY OF TOTAL!

And in the beginning God said let there be TOTAL! See how it all started...

page 14

ARCADE CLASSICS

Ee, when I were a lad this were all fields and *Defender* ruled the arcades. Can it rule again?

from page 58

MK3 Player's Guide

Everything you need ever know to beat your mates to a messy pulp.

page 74

CHRONO TRIGGER

We go back in time to experience one of the best RPGs ever.

page 54

SEPARATION ANXIETY

Two great Spider-man games in one issue. Can it surely be? Turn to page 48 and see for yourself.

from page 48

KILLER INSTINCT

It's now on the Game Boy – and just as hard as ever.

page 56

FIFA '96 SUPERB TIPS

Show me a good loser and I'll show you a loser. Make sure you're a winner every time with TOTAL!

page 70

NINTENDO NEWS

Super Mario 64

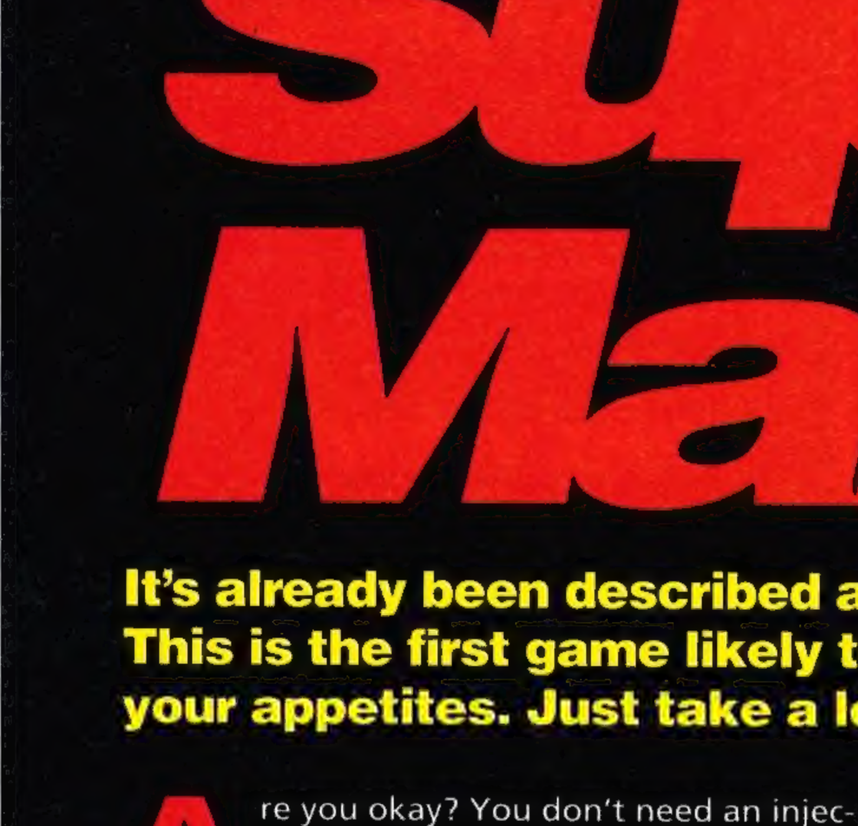
It's already been described as 'the best game ever' and that's when it's only half-finished. This is the first game likely to hit your Ultra 64 and we've got the latest pictures to wet your appetites. Just take a look at this little beauty...

Are you okay? You don't need an injection or a good whack over the head to shut you up do you? I mean, we'd understand if you did. These screenshots are enough to get anyone as excitable as an excitable person who's just been told he's won the lottery and is getting very excited indeed.

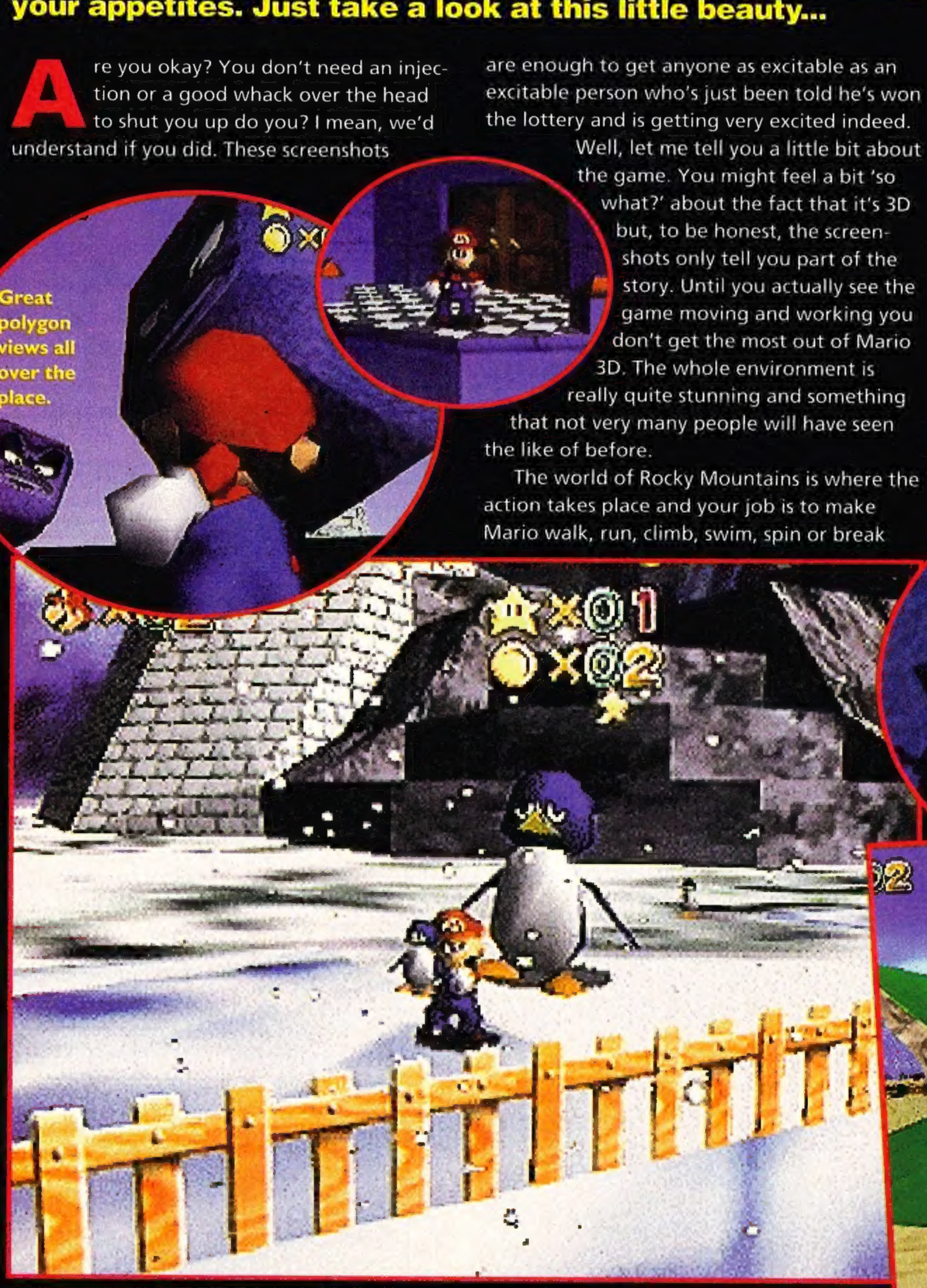
Well, let me tell you a little bit about the game. You might feel a bit 'so what?' about the fact that it's 3D but, to be honest, the screenshots only tell you part of the story. Until you actually see the game moving and working you don't get the most out of Mario 3D. The whole environment is really quite stunning and something that not very many people will have seen the like of before.

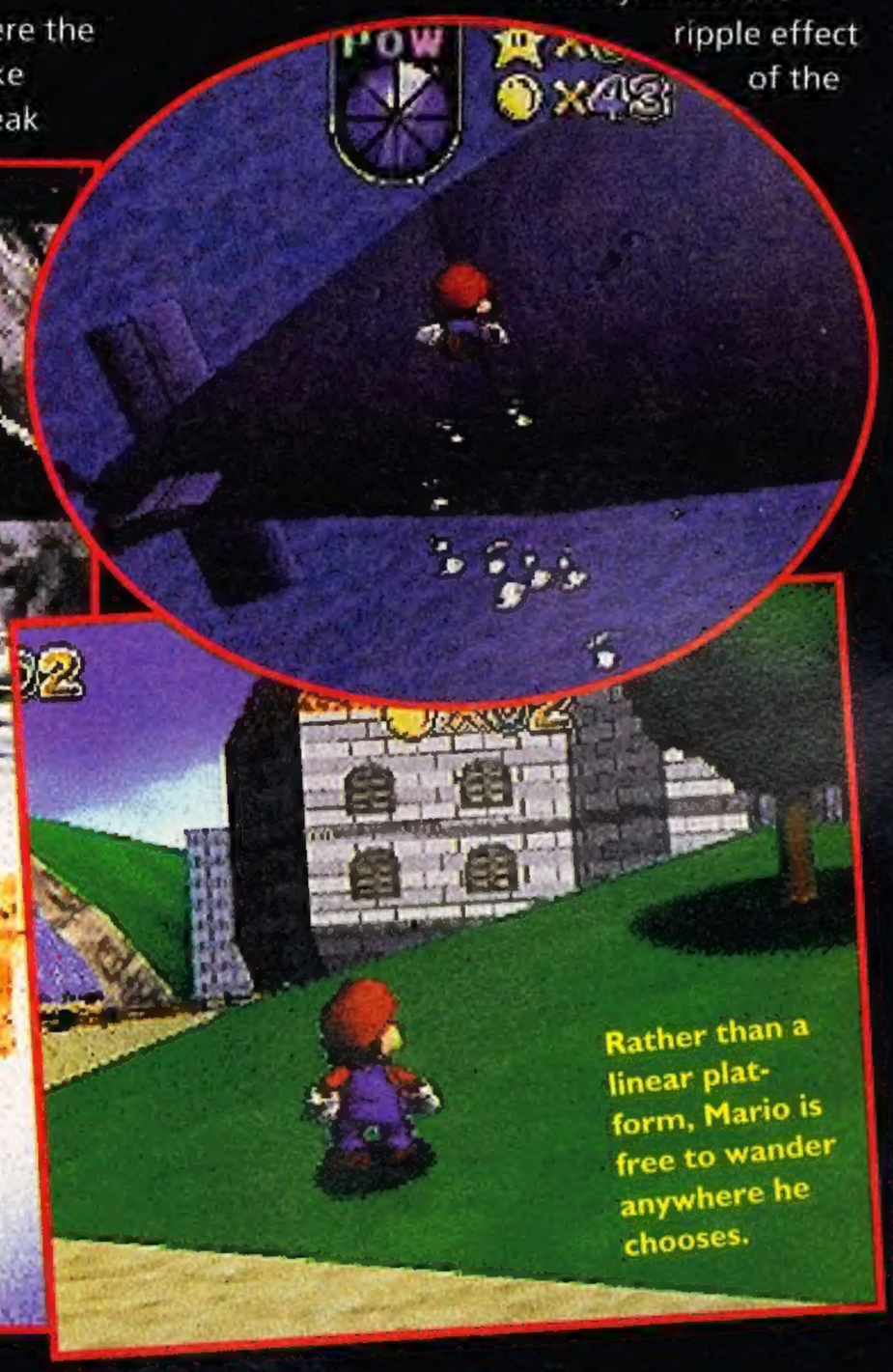
The world of Rocky Mountains is where the action takes place and your job is to make Mario walk, run, climb, swim, spin or break into a rendition of *Swan Lake* his way round an absolutely huge world, in which you have total freedom to go anywhere you like. That in itself is quite an amazing thought but add to that the fact that all the old Mario foes have been given the 3D treatment – Bowser and Thwomps, to name but two – and you really do have a reason to get very excited.

And if that weren't enough you greedy lot, then you'll be glad to hear that none of the secret levels or hidden bonuses have been sacrificed. In fact, they've been taken a stage further. Now you can even warp levels by stepping through mirrors. You'll be gasping for air when you see the ripple effect of the

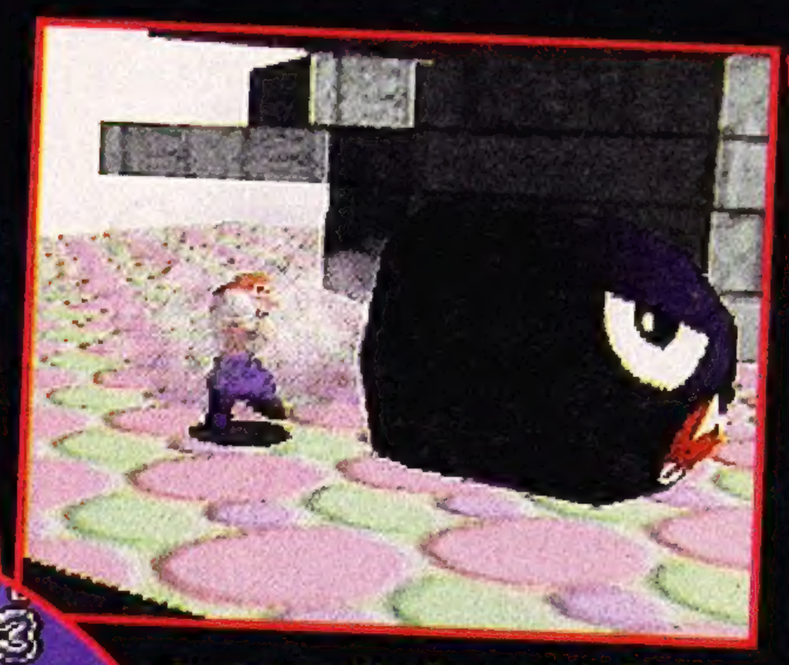


Great polygon views all over the place.





Rather than a linear platform, Mario is free to wander anywhere he chooses.



The range of backgrounds in *Super Mario 64* are just superb.

Gameplay like this will be available in the UK in less than four months now. We can't wait.

mirror after you go through. It makes *Stargate* look like a £2.99 special effect from the corner shop.

Nintendo recently bleated that *Mario 64* would be 'the best videogame in history' and, frankly, I don't think they're going to be far wrong. The whole damn thing is just so good. It looks great and the playable demo that we had a little look at proved that the gameplay – which was always the most important factor in *Mario* games – hasn't been tossed aside either.

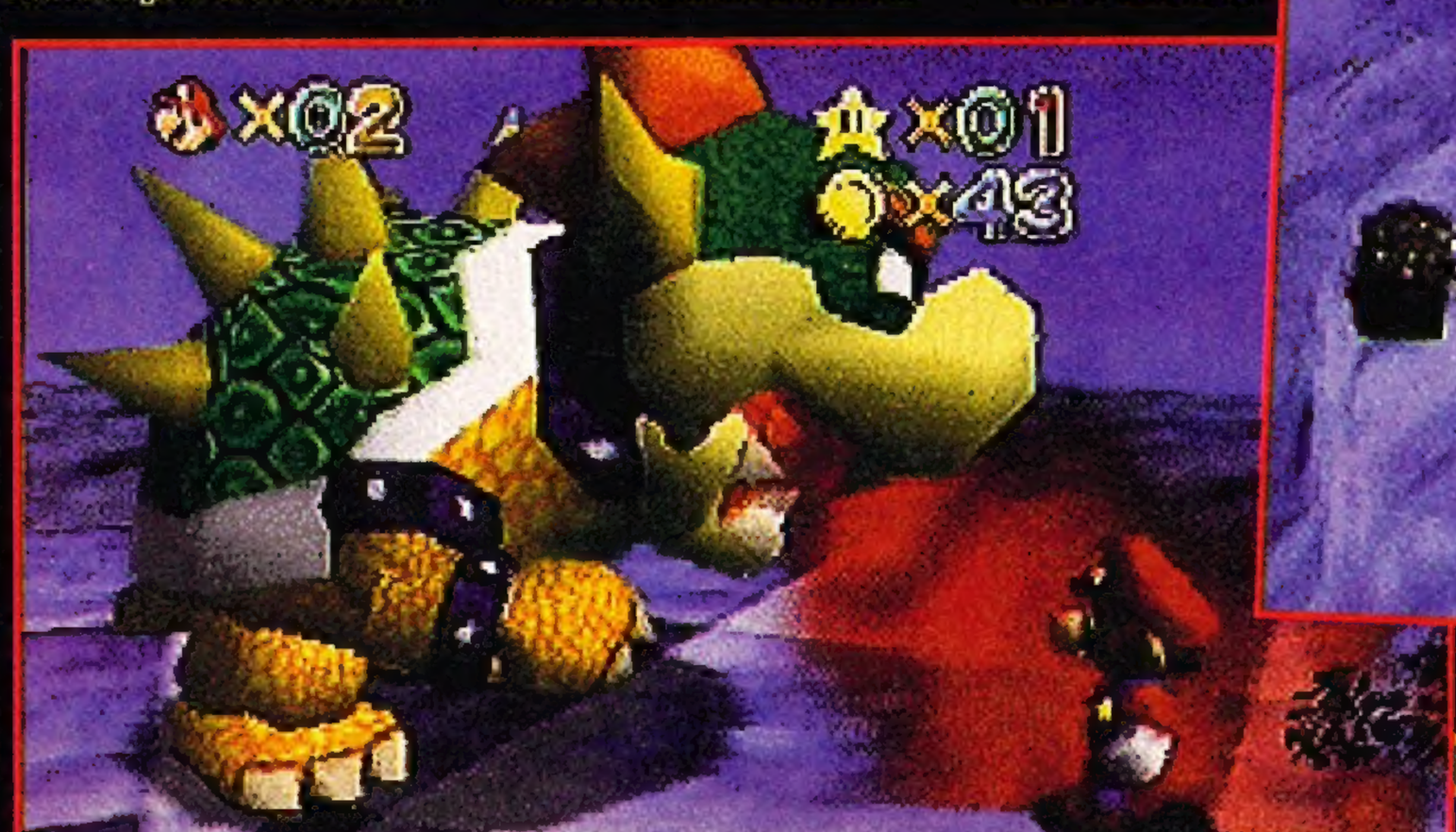
Get excited. Get very excited.

T!

Mario encounters evil as he goes swimming for the first time...

... he also comes face to face with a submarine and also...

spies a lone shark. Bad news!



Control yourselves

Well, now, we've all had a good long look at the Ultra 64 controller and, though it looks like something out of *Star Wars*, there's no doubting that it could be revolutionary.

You see, first, we hear it may well be possible to compete against your mate even if he lives in the Shetland Isles. Apparently, if you were playing, oh, *Mario Kart*, you could save your best lap time, send it to your mate in the Shetlands and he could try to beat your lap time using the stored data.

We also heard a rumour this month that the pad might – but, jeez louise, don't quote us on this – have motion control. So, if you were playing a racing sim you could use the controller as a steering wheel. Now that's what we call revolutionary.

Bearing this in mind, this could be the most important joypad release in years as other companies follow suit with its revolutionary design.

All this and it comes in a range of colours to co-ordinate with your curtains and duvet.

The Ultra 64 controller could start a revolution in the way joypads are designed from now on.

Bulky Disk thing

The Bulk Storage Device, to give it its official title, was touched upon last month. This month, however, we've got something a little bit special to tell you.

Basically, it's an add-on which will work in a similar way to the CD Rom except that on the NU64 storage system you can write information onto it as well as read information from it. Previous storage systems haven't had the technology to enable this but, once again, Nintendo astonish us all with their innovation.

It uses magnetic read/write disks and will be showcased at next years Shoshinkai show though we've got our 'people' at work as we speak so expect to hear more as the time gets closer. Watch, as they say, this space.

DOOM 64 anyone

Now, we're not ones to take rumour as gospel here at TOTAL! but guess what we ruddy well heard this week?! There's going to be an Ultra 64 version of *Doom!* When we got wind of this, we took all our clothes off and ran around the office shouting and crying in bouts of sheer excitement. Well, Rob did. And if that wasn't enough then the fact that it's going to be more spectacular than even the PlayStation version should turn you all into gibbering wrecks. Not that we take those sort of rumours seriously or anything. But, guess what? A certain other fighting game, called *Mortal Kombat 3 Ultimate*, is also in the pipeline. At this point, we all had to run to the toilet so that we wouldn't wet our pants. And whilst, we're at it, we also hear that *Cruisin' USA* is most definitely being developed at the very moment we speak. We just can't wait. If there was ever a time to emigrate, it's now. Japan in April is nice, we hear.

Emigrating? Bah, humbug

Go ahead and emigrate if you want. Go on. Go to Japan. He, he, ha, ha. Why am I laughing? Well, whilst you lot learn how to eat raw fish I'll be at home with some sausage and chips on my ULTRA 64!! Oh God, I'm so excited! Guess what? Guess? The ULTRA 64 is going to be RELEASED IN BRITAIN in APRIL 1996. Goddit? April. Yep, 9 days you have to wait after its release in Japan on the 21st. 9 days I tell you. And then you can get one. How much is it? Well, it's going to be £200. I know, we couldn't believe it either but that's all. £200. Get saving. Clean your bedroom up, wash the car, lick the dog clean after it's been for a walk. Do anything to raise yourself a bit of cash because by the time April 1996 comes round you'll just have to have one. Here in the TOTAL! office we've been emptying our pockets and looking down the backs of sofa's. Rob, in between dribbling, has already mumbled that he'd like to marry one and settle down in a small cottage in Buckinghamshire. That's how exciting it is.

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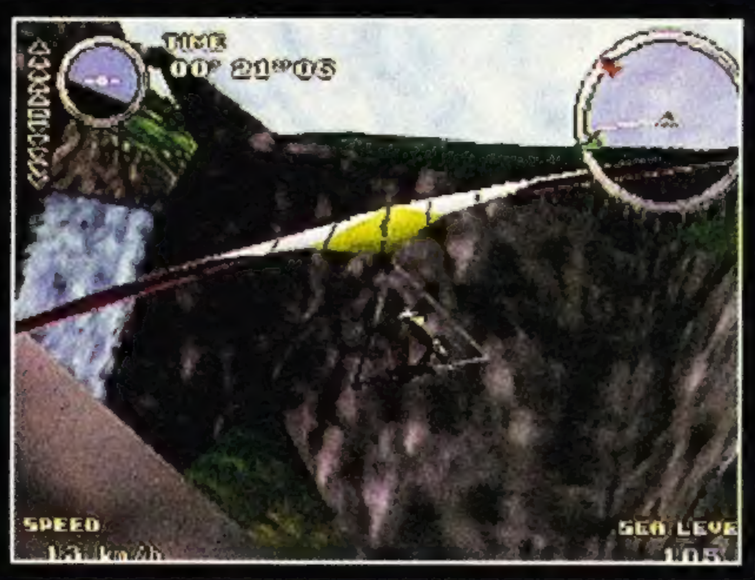
NINTENDO NEWS

The NU64 Games

You might know the titles but just what in the name of Jack Jones are these games about? Well, luckily, we at TOTAL! are to games what Andi Peters is to being a bit crap. So, here they are...

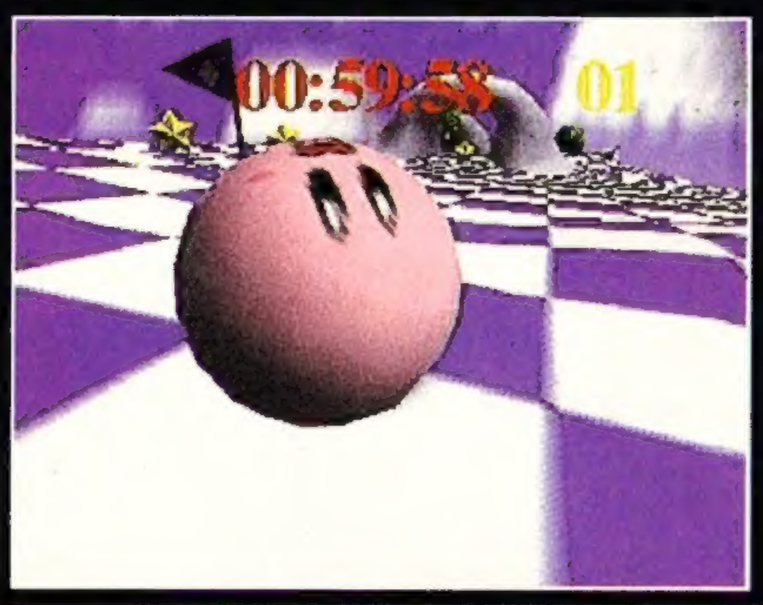
Pilotwings 64

Remember this on the SNES? Well, now it's getting the Ultra 64 treatment and in the version we've got a gander at it looks top-notch. It features a choice of flight methods such as a helicopter, a hang-glider and a jet pack. The main difference between this and the 16-bit version is that, well, this looks absolutely amazing. Luverly.



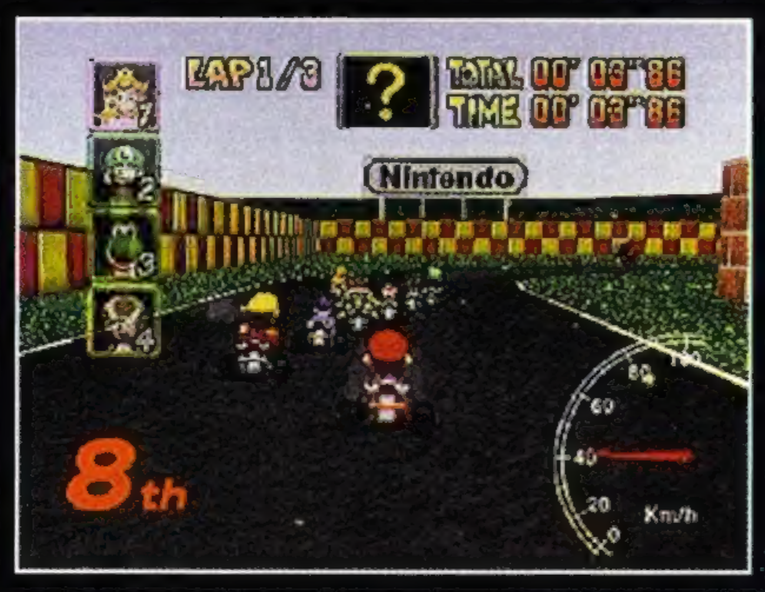
Kirby Bowl 64

Now, I know you've heard a bit about this one already but we've got some more info for you. The idea of the game is to make your way round a bumpy, up and down, roundabout kind of environment getting rid of the other *Kirby* look-a-likes. Last ish, Rob described it as a 'marble-madness' style game and that much he's got right. Looks rather promising.



Mario Kart R

The SNES game might have been the best thing since sliced bread (or at least the previous *Mario* release) but this Ultra version is, well, the ultra version, if you get me. This has got polygons, it's got rendered graphics, it's got the kitchen sink and it's got a four-player mode that you sure as hell won't have seen the like of before. The word playable has never been so apt.



Wave Racer 64

The puny jet ski things on the Game Boy version have gone. We've got thundering great speed boats now and the settings we got a glimpse of were an

urban canal and a wide river. Graphically, you won't have seen better (except for the other Ultra 64 releases, of course). It's like... well, like something extremely great and, it's got multi-player magic on it to boot. We can't wait.

Creator

Software Creations (they created the NU64 sound specs) have gone *Jurassic Park* crazy with this one. Make a dinosaur (stick with us), control him (it does get better), and... well, do other stuff. The details might be sketchy but the art most certainly is not. Looks top and you get to compose your own soundtrack which should be exciting. No, really, it should.

Legend Of Zelda

This one's still at the very early stages of development but the short demo we got a peek at was quite outstanding. The game seems to have an even better 3D environment than *Super Mario* and that's saying something. There is enormous attention to detail which becomes obvious when you can even make out reflections in the knight's armour.

Shadows Of The Empire

We all like *Star Wars* here, so we're all pretty excited after seeing the quality of this latest tie-in. The story is nestled somewhere in between the second and third films and the graphics are breath-taking. The sequence we saw involved a Walker and At-At and, we also hear, that the game might even have some first person shooting rather like *Doom*.

Blastdozer

Rare can't get enough of the Ultra scene and have therefore decided to develop a bulldozer-'em-up. I know, I know. Atko thought that up. Whatever the hell a bulldozer-'em-up is. Anyway, mass destruction is the order of the day. Take control of a JCB and crush everything to pieces. And just wait until you see those explosions. Took our breath away, it did.

Starfox 64

There might be loads of work to still be done on the NU64 version but it's shaping up to be one helluva game. No more of this route limitation nonsense. Nope, what we have here is total freedom. And, as if that wasn't enough it has brilliantly detailed graphics and a smooth as silk 3D engine. Golly. We're very excited.

Buggy-Boogie 64

Nintendo might be keeping tight-lipped about this one but, according to our sources, it could be their answer to Sony's *Assault Rigs*. Multi-player it most definitely will be. A pile of smelly pants it most definitely will not (unless they delete all the work they've done on it so far, add a few platforms and release it as *Last Action Hero*, of course). Looks promising.

Body Harvest

This is 3D blasting at its very best. You take control of a fleet of land-based and flying craft, and then try to prevent an alien invasion by blowing their installations sky high. DMA Design are helming this one and the demo we saw looked (need we say it?) brilliant.

Goldeneye

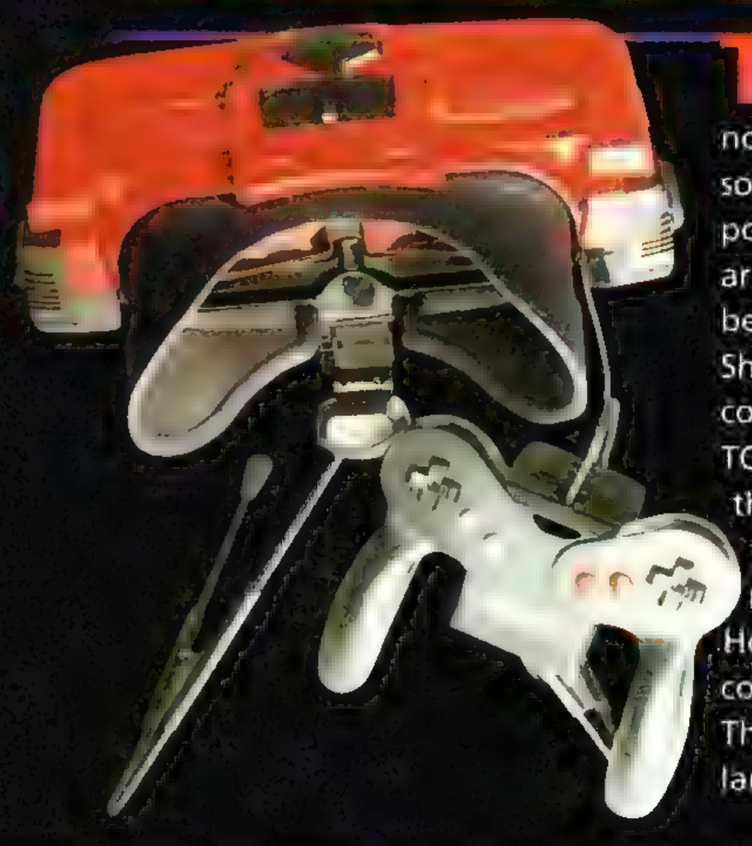
Dun-dudududu-dododo-dun-dudududu-dododo (*What in the name of being fired is that? – Rob*). Yep, Bond is back and he's been polygoned in a *Virtua Cop/Doom* kind of way. It looks a bit special, though in the version we saw he blew a few people a way and that was it. But if the game turns out to be as good as it looks Rare are onto a sure-fire winner.

NINTENDO NEWS

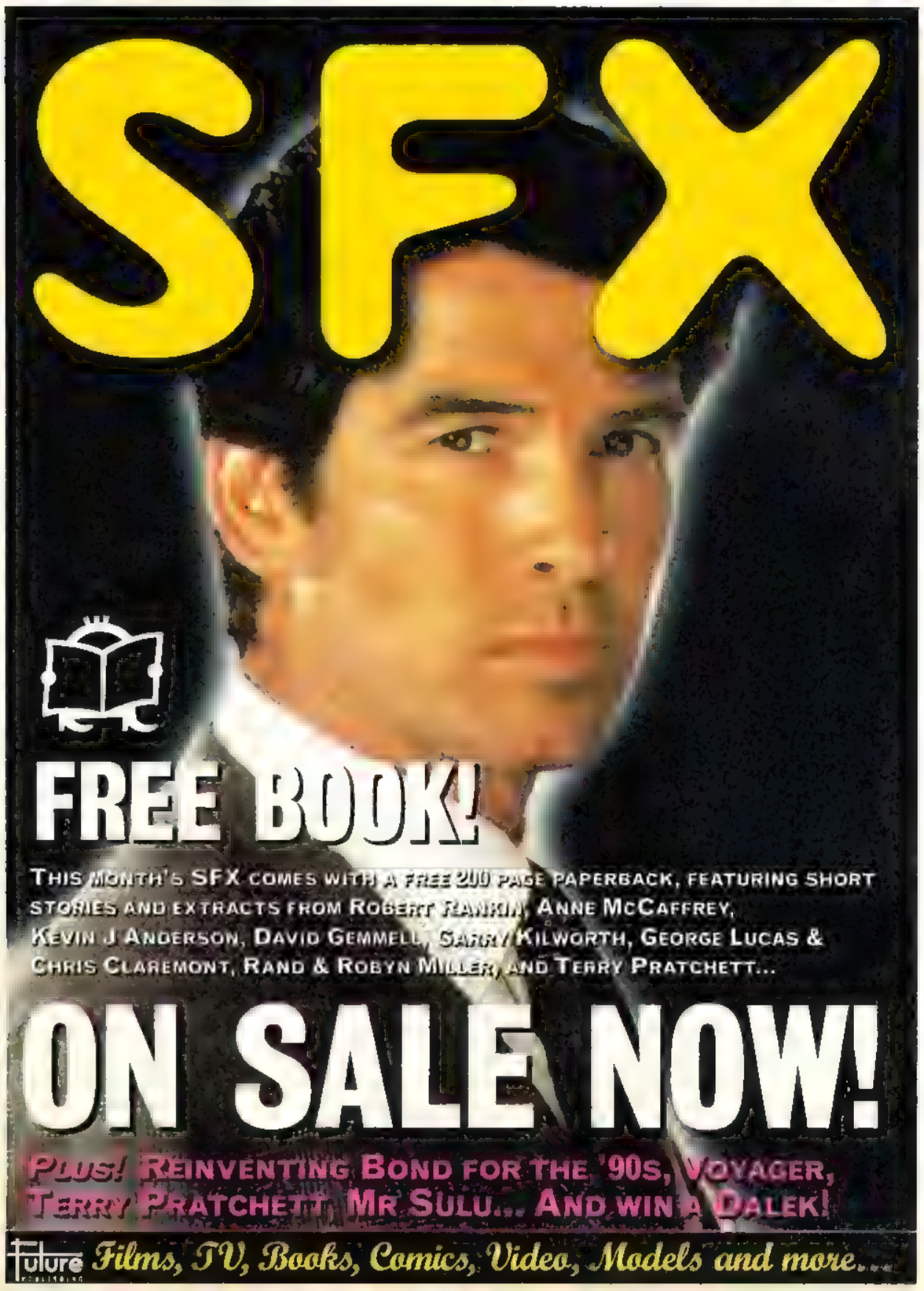
Big Two hit the UK

Two of Nintendo's biggest SNES titles are due to hit Britain on the same day this week. Indeed, by the time you read this great issue of TOTAL! you may already have queued all night for your copy of *Yoshi's Island* or *Donkey Kong Country 2*. Or hopefully both. After admitting that they were disappointed not to have released the games in time for Christmas, Nintendo are now hoping to clean up on the 'granny money' in the post-Christmas rush for games. 'With *DKC2* and *Yoshi's Island* both arriving on the same day we now have the opportunity to make a big noise,' said the man at THE, Nintendo's publicity people. Both platformers hit the 90% mark in TOTAL! and *Yoshi's Island* in particular is recommended as a superb platform experience. Get down the shops NOW!

Virtual Boy part 2



The Virtual Boy is to be relaunched in Japan. The console which has not sold as well as expected, is to get some software that exploits its potential. Mr Yamauchi skirted around the issue of the Virtual Boy being a virtual failure at the Shoshinkai show in Japan and instead concentrated on the positive aspects. TOTAL! have already seen versions of the Golf Game and *Wario Land* titles for it and they are a vast improvement on the original games. Hopefully as more titles emerge, the console will finally prove its worth. There are still no plans for a UK launch yet, let alone a relaunch.



CHARTS

Despite our reviews, the might of EA has sent *FIFA '96* soaring above *ISS Deluxe*. This madness cannot last!

SNES

1	1	FIFA Soccer '96	
2	2	Killer Instinct	
3	3	Mickey Mania	
4	●	Doom	
5	●	ISS Soccer Deluxe	
6	4	Mortal Kombat 3	
7	●	Earthworm Jim 2	
8	5	Theme Park	
9	12	Street Racer	
10	14	Tiny Toons: BBL	
11	13	Super Mario Kart	
12	11	Super Metroid	
13	9	Super Bomberman 2	
14	10	The Mask	
15	22	Super Bomberman 3	
16	6	Donkey Kong Country	
17	15	Zelda 3	
18	16	Lemmings 2	
19	17	Cannon Fodder	
20	19	Super Int Cricket	

GB

1	1	Donkey Kong Land	
2	2	Super Mario Land	
3	3	Super Mario Land 2	
4	●	Warioblast	
5	●	Tetris	
6	4	Killer Instinct	
7	●	Super Mario Land 3	
8	●	Mario And Yoshi	
9	5	Earthworm Jim	
10	6	Zelda – Links Awakening	

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GOLDEN

50 months, that's over 1,500 days of toil, blood, sweat and tears that have been poured into TOTAL! It's been a lot of hard work, but it's been worth it because we've obviously created something you wanted and as a result, over four years since its launch, TOTAL! is still going strong. We thought we'd take a look back at all the highlights of the both the Nintendo scene, and of TOTAL!'s history. TOTAL! always was, and remains Britain's finest independent Nintendo mag and over the next five pages, we'll show you what has made it so good.

Super NES hits the streets

MAY '92

All the talk is now of Ultra 64, but it was only back in issue 5 that the Super NES first hit UK shores. Needless to say it took on the Mega Drive and won hands down.

Well hellooo...

JANUARY 1992

Wayne realises he can't do the job of designing TOTAL! by himself so he gets the luvverly Vicky Mitchard to give him a hand.

The big launch

JANUARY '92

Baldy Steve Jarratt, Andy Thicky Dyer and Wayne Allen spend six weeks in a publisher's attic drinking gallons of coffee to stay awake, pretending to be hobbits so that the publisher's daughter doesn't blow the gaff and using two angle poise lamps a piece of cardboard and a really long lens to get Game Boy screenshots that are printable. The end result? TOTAL! is launched in total secrecy. It is Britain's first and best independent Nintendo mag and the surprised industry love it.

The legendary first issue is launched as Nintendo begin to dominate with their launch of the NES.

Not so Super Scope

JULY '92

Nintendo's rather oversized light gun hits the street. A couple of games are available at the launch with more planned. It works well enough but it seems to do more for peoples biceps than it does for the game-play in the games. Good novelty value at the time but even then we could see it was a bit of a turkey.

Start of something big

AUGUST '92

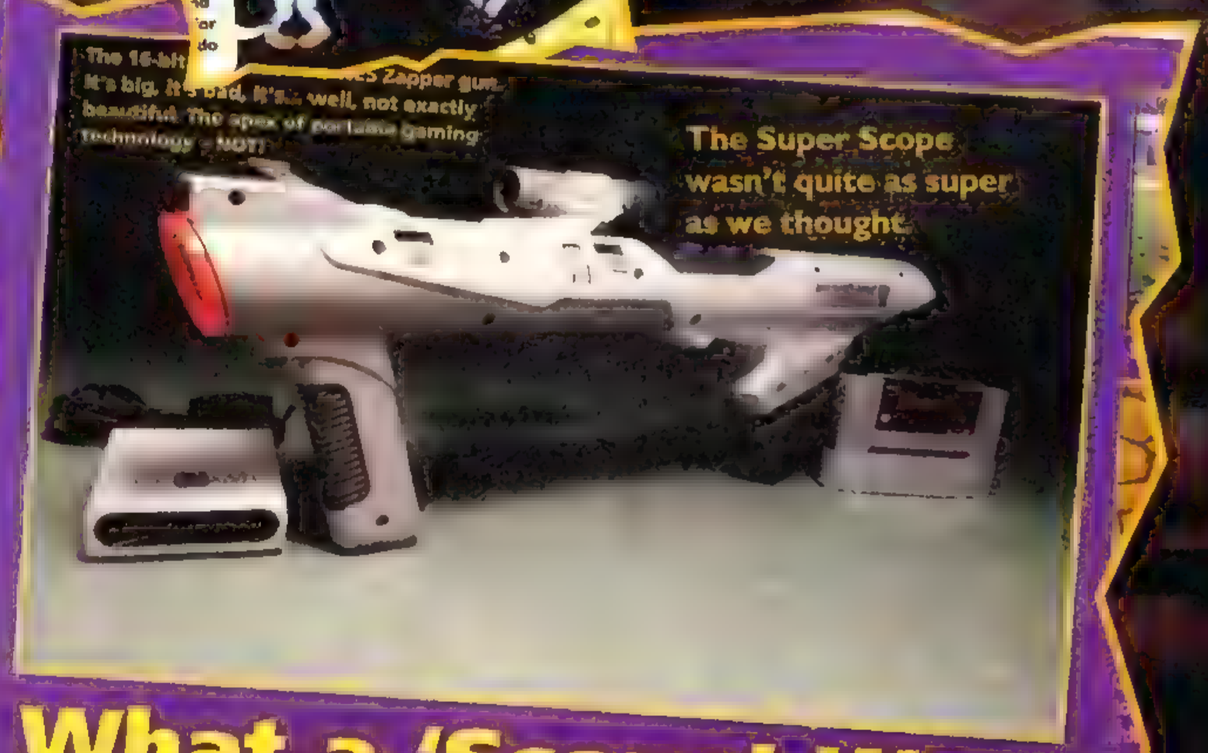
Oh yes, Capcom foist their splendid beat-'em-up *Street Fighter II* on us and start the combat war that was to continue for a couple of years.

Two more victims

OCTOBER '92

TOTAL! grows and grows and with the greater demands placed on the team Baldy Jarratt decides to employ two young upstarts called Chris Buxton and Jim Beaven. Chris loved Jazz and Jim played the harmonica. Had Steve known this they would never have been employed in the first place.

Chris and James arrive in a blaze of glory.



What a 'Scope!

TEN YEARS

Thicky secretly leaves

NOVEMBER '92

His face remains in the mag but His Royal Thickness leaves TOTAL! to go and launch a Sega mag called MEGA. The treacherous turncoat figures it's a good career move but let's face it, MEGA has long since gone and TOTAL!'s still going strong. He really was thick, wasn't he?

Biggest ever issue!

DECEMBER '92

TOTAL! is indisputably the finest Nintendo mag ever. So much so that it has to swell to 156 pages in size to fit everything in.

The Superdeck allowed you to get the most out of any old NES games you had knocking about.

Then again you could always just play them on the NES itself!

What's a Superdeck?

APRIL '93

Hornby Hobbies announce that they are to develop the Superdeck for the SNES which will enable SNES owners to play NES games on their machine. Not bad. But later the NES is slashed in price throwing doubt on the usefulness of an NES adaptor.

CD Rom for SNES

MAY '93

Amazing tales of a collaboration between Nintendo and someone to produce a CD ROM drive for the SNES are bandied around.

The German TOTAL! Like TOTAL! only German.

TOTAL! Germany announced

JUNE '93

TOTAL! goes from strength to strength. So much so that publishers in Germany decide to ignore all those sun lounger jokes that us Brits are so fond of cracking and ask us if they can do a German version of TOTAL! We of course say yes and a glorious European partnership is born.

See ya Baldy, hello Fatty

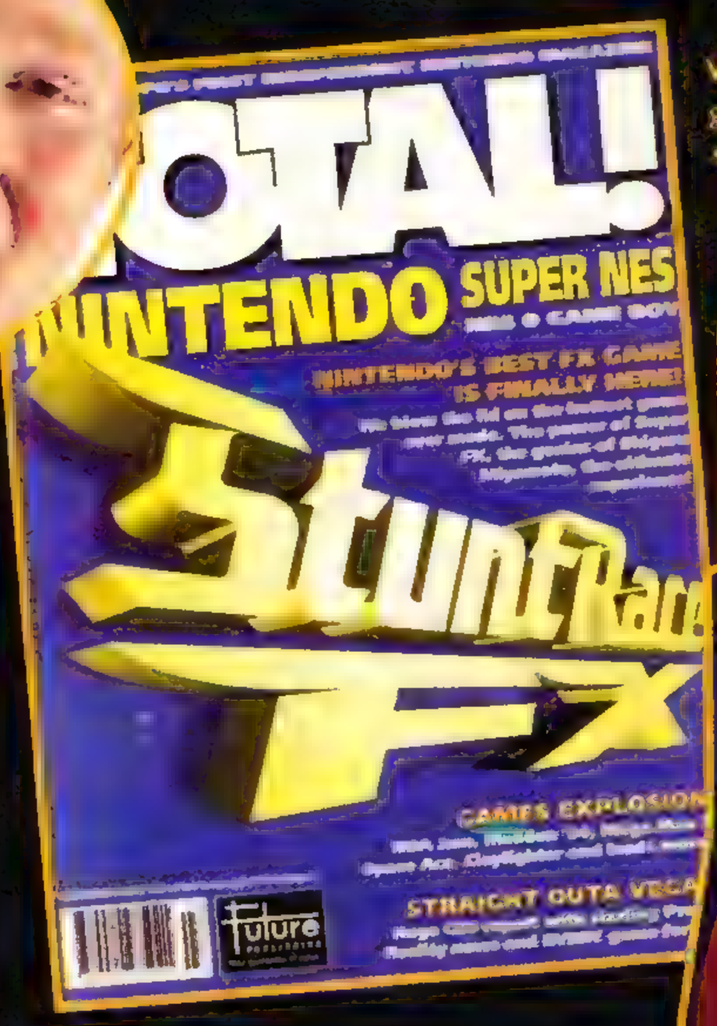
JULY '93

Baldy Jarratt gets narked right off with the slap head jokes and decides his talents would be better suited to new next generation, cutting edge videogames mag *EDGE*. Glad to see the back of the shiny bonced one we get in the hairier, but slightly rounded, Frank O'Connor to edit the mag.

Bye Jim, hi Jim!

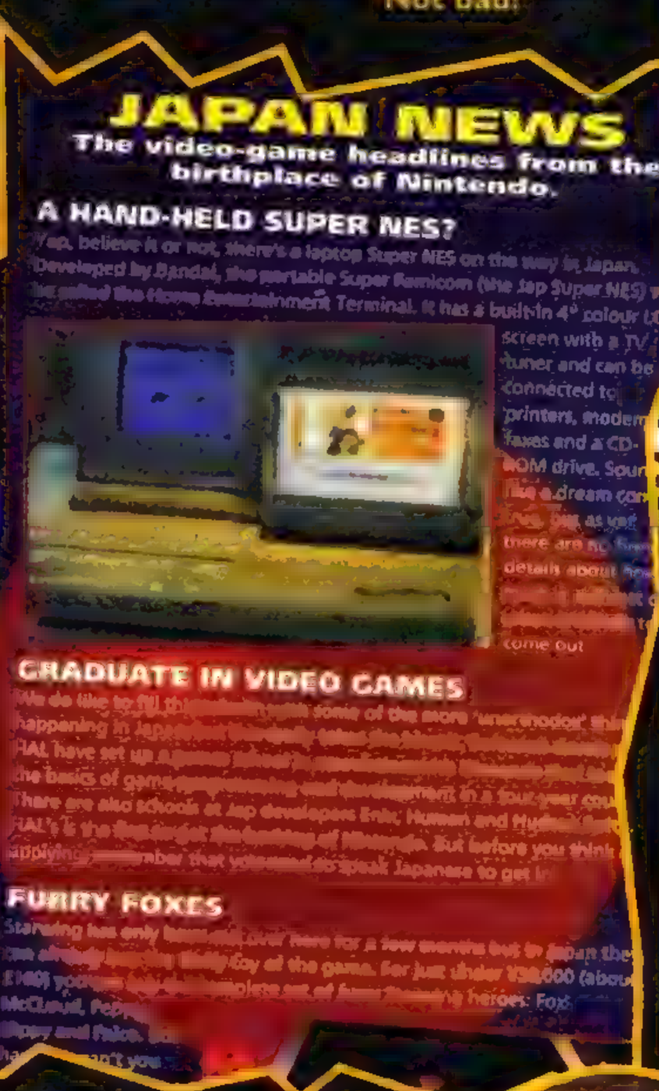
DEC '93

Harmonica-playing James Beaven decides that TOTAL! is too much like hard work so he goes off to work for a software house where all you have to do is show people games for a bit then buy them a meal with your company credit cards (all complaints about that last statement should be addressed to 'Actually there's a lot more to PR than you could possibly ever realise!' TOTAL!, 30 Monmouth Street, Bath BA1 2BW). Jim's replacement is Jim... Jim Binns that is. And he's ginger.



We announced the new FX games with our normal quiet subtlety

Issue 33 saw *Mortal Kombat 2* arrive. Not bad!



Very special FX

MARCH '94

After the slightly disappointing *Starfox* came the absolutely topping *Stunt Race FX*. The SNES still struggled with the 3D a little bit, but this racer really pushed things to the limit and turned out to be quite a good hoot as well as looking nice

Highest rated game

SEPTEMBER '93

New editor Frank goes mad and decides to give *Super Mario All Stars* 99%. Still, it was an incredible release featuring revamped SNES versions of all the superb NES *Mario* games that had gone before so we suppose the bonkers Scotsman made a valid point.

Laptop SNES cobblers!

OCTOBER '93

News of a Bandai developed laptop Super NES emerge. It is to have a 4" colour LCD screen and will also double as a TV and be connectable to printers, modems and faxes. Oh and it'll have a CD ROM as well. Not surprisingly it never came out, so it was either a load of old cobblers or the price would have been too high to make it possible. Ah well.

Out with the blokes, in with the girls!

APRIL '94

All change again as Jazz lover Chris Buxton goes off to do something poncey leaving the rest of us here to play some decent music. As well as being able to listen to some much improved vibes we also got to work with Chris's replacement, a girl, and her name was Karen Levell.

Two for the price of one

JUNE '94

That Karen Levell had a very short attention span so she scuttled off and in came Linda and Josse. Linda was a bit of a games guru with a far too wide knowledge of indie music and Josse was just a git with a big nose who happened to be able to write a bit.

Game Boy convertor for the Super NES

Now, I realise this sounds completely mental, but that's because it is. The Super Game Boy is the latest bizarre add-on to come our way from Nintendo. This new gadget enables you to play Game Boy games, on a colour TV via your Super NES. Apart from the Game Boy cart slot at the top, the new converter looks just like an American SNES cartridge. Plug in your fave Game Boy game, slam in the cart and Bob's your uncle. You can play all your handheld games in four shades of grey, or alter the colour palette to suit your taste.

The most interesting thing about all this, however, is that starting with the Game Boy title, Donkey Kong '94, all new Nintendo handheld games (and some third party stuff) will come with special 256-colour versions of the game built-in.

Now, this is where it all starts getting bizarre. This thing costs a whopping sixty dollars, which is almost twice as much as a Game Boy! It's great for us here at TOTAL, because we can use it for grabbing screenshots, but what about consumers, eh? Why would you spend fifty or sixty quid on this, when you can get a Game Boy for thirty?

Having said that, 256-colour versions of Game Boy games could be very interesting. Game Boy games are much easier to play on a big screen and it may create a proper crossover market. We'll just have to wait and see, I suppose. We should have one in for testing sometime next month, so we'll keep you posted.

This interesting new add-on will let SNES players access the entire library of Game Boy titles. Now games will also appear in 256 colours.

No More Squinting

MAY '94

When TOTAL! was launched we had to take Game Boy screenshots with a camera and several lamps to light the thing up. Shortly after we managed to get hold of a device that enabled us to digitally capture the Game Boy's tiny screen. However, it was all wires and sockets and soon started playing up. Thankfully Nintendo announced the Super Game Boy, an adaptor which enabled the Game Boy to be played through a SNES. And for us it made capturing screenshots really easy too. Bottles of bubbly cracked open all round, really.

W l Boy arrived
we unde
whelmed. We had lot enough.

In the Binns!

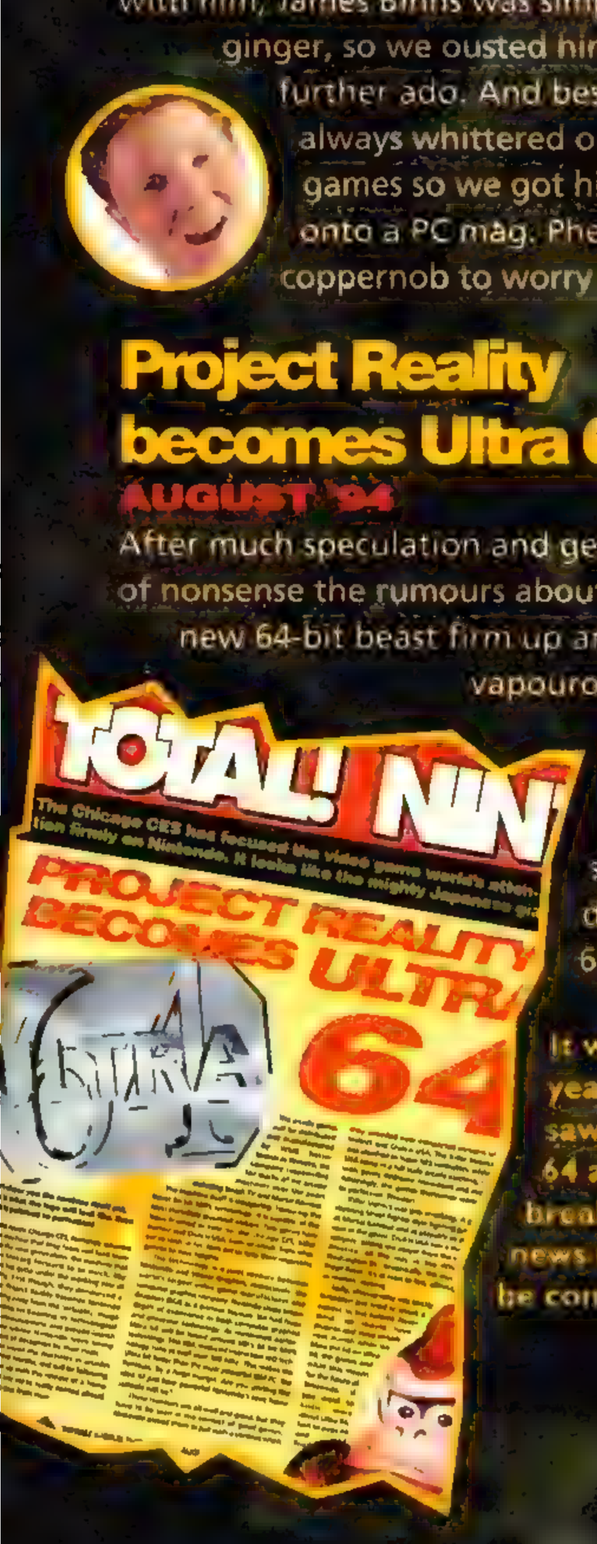
JULY '94

It was no good. Much as we tried to get on with him, James Binns was simply far too ginger, so we ousted him without further ado. And besides, he always whittered on about PC games so we got him moved onto a PC mag. Phew, one less coppernob to worry about.

Project Reality becomes Ultra 64

AUGUST '94

After much speculation and general talking of nonsense the rumours about Nintendo's new 64-bit beast firm up and the vapourous Project Reality becomes the very solid and definite Ultra 64.



It was a good year before we saw the Ultra 64 after breaking the news that it would be coming soon.

Reduced fat, increased thickness!

OCTOBER '94

Fat Frank decided that 16-bit wasn't good enough for him. And besides he was getting too fat to fit in the TOTAL! office and as a result had to go and launch *Ultimate Future Games*, a next generation console mag with more room. His replacement? None other than Thicky Dyer who, after a considerable length of time had realised that Sega game were a bit smelly and Nintendo was where it was at after all.

MK 2 appears!

SEPT '94

Yes, yes, *Mortal Kombat 2* appeared and while the first conversion was a load of old tripe Acclaim got their act together second time around and created a game that was every bit as playable as the coin-op. What's more it fired up a load of rivalry between *MK2* and *SFII*. In fact you punters got quite steamed up about the whole thing, didn't you?

Phantom Bird!

JAN '95

Oops! Linda left shortly after Frank and in her place came the deliciously seductive Sally. Who was she? What was her background? Well, here's a major revelation. She was actually a designer who didn't work for TOTAL! at all but she was so lovely and we all missed Linda so much we thought it would be nice to have a lady on the team. That's right, she was a front, but what a lovely front.

Virtual Boy unveiled

JAN '95

After much hogwash about Nintendo's 32-bit stop-gap machine that may or may not feature a revolutionary form of projection display the Virtual Boy was finally announced. In fact it was to simply be a 32-bit machine with simple wireframe graphics which were viewed through stereoscopic binoculars. Everybody cringed a bit and hoped beyond hope that it might just be quite good even though it looked a bit sad. More on this later.

Ultra Doom, hurrah!

FEB '95

The Ultra 64 bandwagon kept rolling with announcements of more and more impressive companies signing up to assist in development. But the most exciting rumour was that the stunning PC game *Doom* was to be souped up and brought to the console. This alone would make the thing worth buying so we were understandably lathered up about the whole thing.

Goodbye Sal!

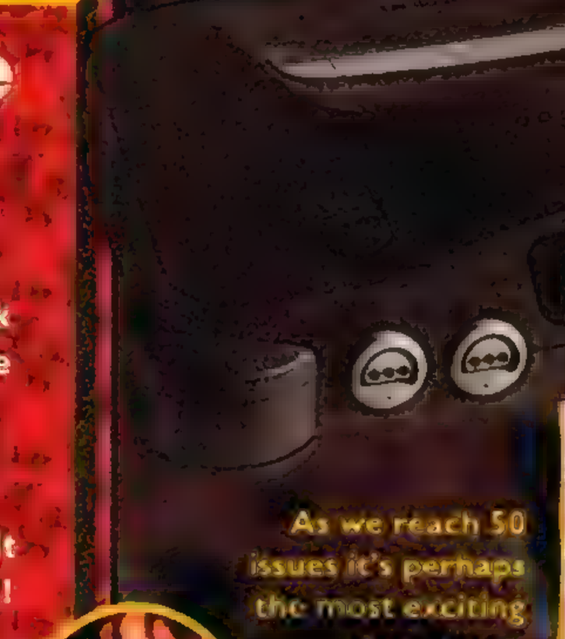
MARCH '95

Smart though she was, we decided it was time to get rid of our fake reviewer Sal. She would be sadly missed, though not by Thicky Dyer who decided she'd make a top girlfriend and found she was great at washing dishes and stuff.

All change again!

JUNE '95

Josse goes all treacherous and tries his luck on a new PC mag. At the same time everybody realises that Andy Dyer doesn't just pretend to be thick, HE IS THICK. As a result they tell him that the TOTAL! office has moved to Frome and off he toddles to live there. However, they still get him to write for the mag a bit and put the very able Rob Pegley in the Editor's chair.



As we reach 50 issues it's perhaps the most exciting time ever...

...as the Ultra 64 starts to unveil its superb range of forthcoming titles.

TOTAL! spectacle!

OCTOBER '95

That strange bloke Atko also succumbs to the lure of next generation gaming and goes to work for *Ultimate Future Games*. In his place slots the very talented, but sadly bespectacled gezzer Danny

During the same month both *Doom* and *Killer Instinct* get reviewed on the SNES and score 93% and 92% respectively. Don't throw your old SNES away quite yet is the message.

SNES software gets better still!

JULY '95

It is revealed that *Killer Instinct*, the Ultra 64 coin-op has been squeezed onto a SNES cart and that the version that will appear on the Ultra 64 will be a much improved sequel-type affair. What's more, against all the odds, some clever programmers managed to exploit the power of the Super FX chip to bring *Doom* to the Super NES. Far from being yesterday's news the SNES was looking stronger than ever.

8-bit monkey business!

AUGUST '95

Donkey Kong Land appears on the Game Boy and to everyone's astonishment the rendered graphics of the SNES game have been faithfully recreated. What's more it plays pretty well too. So much so that it gets a whopping 93%.

More Ultra 64 power!

NOVEMBER '95

More rumours appear regarding the Ultra 64. This time they're concerning an add on that will appear shortly after the machine's release. It'll be a drive similar to a CD ROM but will be capable of tranferring data a whopping eight times as fast as conventional CD ROMS.

First Ultra 64 screenshots!

JANUARY '96

TOTAL!'s January issue features the first screenshots of the Ultra 64's actual software line-up straight from the Japanese Shoshinkai Show. As expected the games look stunning and offer the most amazing gameplay seen on any console anywhere.

TOTAL! reaches its 50th issue

You're holding it, the 50th issue of the best Nintendo mag in the universe. There have been a lot of changes, and a lot of faces but it's been one hell of a ride. And with any luck, you'll still be here when we reach the 100th issue.

Revolutionary Ultra 64 controller

DECEMBER '95

Real pictures of the Ultra 64 controller are released. It's a regular controller in most ways but also incorporates an analogue joystick for ultra fine control plus a cartridge port in the back for saving game positions and custom joypad set ups.

GAMESTATION

Sell or trade in your used video games

We buy, sell and exchange games. To find out how much your game is worth, cash or trade in, refer to the price lists. For games which are not listed, please call for prices.

Megadrive

	i	ii	iii
addams family values	25	15	20
aladdin	20	10	15
animaniacs	18	9	13
asterix-grt rescue	15	7	11
asterix-pwr of gods	23	12	17
batman returns	10	5	7
batman forever	27	15	20
body count	13	6	9
boogerman	17	8	12
boxing legends of ring	17	8	12
brian lara cricket	27	15	20
brutal paws of fury	20	10	15
bubsy 2	15	7	11
cannon fodder	23	12	17
castle of illusion	10	5	7
castlevania	15	7	11
clayfighter	23	12	17
cliffhanger	12	6	8
cool spot	15	7	11
comix zone	28	18	22
desert strike	15	7	11
dragon	15	7	11
dragons revenge	15	7	11
dune 2	24	13	18
dynamite heady	22	12	17
earthworm jim 2	32	17	25
ecco the dolphin	15	7	11
eternal champions	15	7	11
f1 racing	22	10	17
f1 world champ	24	13	18
f117 night storm	15	7	11
fatal fury	12	6	8
fever pitch	23	12	17
fifa 96	30	18	23
flink	20	10	15
flintstones	14	7	10
flintstones-ocean	25	15	20
gauntlet 4	15	7	11
general chaos	15	7	11
greatest heavyweights	17	8	12
gunstar heroes	17	8	12
incredible hulk	12	6	8
james pond 3	13	6	9
jimmy white snooker	20	10	15
john madden 95	20	10	15
judge dredd	27	16	20
jungle book	26	15	20
jungle strike	18	9	13
jurassic park	15	7	11
kawasaki superbikes	24	12	18
kick off 3	17	8	12
landstalker	28	15	20
lemmings	15	7	11
lemmings 2	17	8	12
lion king	23	12	17
lotus 2 recs	13	6	9
max carnage	17	8	12
mega bomberman	23	12	17
mega games 3	13	6	9
mega turrican	15	7	11
mickey mania	17	8	12
micro machines 2	25	15	20
micro machines '96	28	16	22
mortal kombat	15	7	11
mortal kombat 2	25	15	20
mortal kombat 3	30	20	23
mr nutz	20	10	15
nba tournament	25	15	20
nba showdown	15	7	11
nhl '95	20	10	15
nhl '96	27	15	20
pete sampras '96	27	15	20
pga european tour	18	9	13
pga 3	22	12	17
pga 96	30	18	23
phantasy star IV	32	20	25
pitfall	20	10	15
powerdrive	24	14	19
power rangers	28	15	22
primal rage	28	16	22
psycho pinball	22	12	17
ristar	22	12	17
road rash	12	6	8
road rash 2	17	8	12
road rash 3	22	12	17
rugby '95	18	8	13
sensible soccer	20	10	15
sensible soccer inter	22	12	17
shining force	25	15	20
shining force 2	27	15	21
shining in darkness	16	8	12
sonic & knuckles	20	10	15
sonic 3	25	15	20
sparkster	16	8	12
stargate	15	7	11
streets of rage 3	23	12	17
striker	26	15	20
subterrania	15	7	11
sunset riders	18	9	13
supermonaco 2	12	6	8
super SF2	27	15	22
syndicate	20	10	15
theme park	27	15	22
tiny toons	15	7	11
tiny toons - allstars	18	9	13
toys	15	7	11
turtles tourn fighter	20	10	15
urban strike	22	12	17
virtua racing	32	20	24
world of illusion	12	6	8
wwf royal rumble	20	10	15
wwf raw	22	12	17
zero tolerance	15	7	11
zombies	15	7	11

All new releases held in stock for **Megadrive, Snes, Saturn + Playstation** - phone for prices. You can trade your games for new or used games. Please ensure that all games have box + instructions and are PAL copies

To sell games

If you are selling games, simply send them to us with your name, address and phone number and a list of all the cartridges with the buy back prices you are selling at. If you are unsure of the value then call.

To buy or trade games

If you are buying or trading against games, please call for availability before sending cheques. List the games you are trading along with their trade-in prices as well as the games you are purchasing with their prices. Do not forget to add carriage (see below)

PlayStation

	i	ii	iii
air combat	29	20	23
destruction derby	30	20	24
discworld	30	20	24
doom	32	20	25
jumping flash	28	17	21
kileak the blood	28	17	21
lemmings 3d	29	19	23
mortal kombat III	32	20	25
nba jam	26	15	20
novastorm	28	17	21
raiden	28	17	21
rapid reload	26	15	20
rayman	30	20	24
ridge racer	30	20	24
striker	30	20	24
tekken	32	22	25
theme park	30	20	24
toshinden	29	19	23
total eclipse	28	17	21
wipeout	28	17	21
xcom	28	17	21

3do

	i	ii	iii
blade force	29	18	23
demolition man	20	10	15
fifa	17	8	12
rebel assault	18	9	13
return fire	22	11	17
road rash	20	10	15
space hulk	29	18	23
street fighter II	23	12	17
syndicate	25	14	20
w. commander III	27	15	22

We also stock used games for Cdi, MegaCD, CD32 and Jaguar

Snes

	i	ii	iii
addams family values	22	12	17
aladdin	20	10	15
animaniacs	20	10	15
batman forever	25	15	20
biker mice from mars	20	10	15
blackhawk	20	10	15
bomberman 2	18	9	14
bomberman 3	32	20	25
cannon fodder	25	14	20
castlevania v.. kiss	25	15	20
clayfighter 2	25	15	20
desert fighter	16	7	12
donkey kong	25	15	20
dragon	20	10	15
earthworm jim	25	15	20
empire strikes back	23	12	17
f1 champ edition	25	15	20
fifa 96	32	20	25
ghoul patrol	15	7	11
give 'n go	32	20	25
int superstar soccer	23	12	16
int. s. s. deluxe	30	20	23
judge dredd	25	15	20
jungle book	25	15	20
jungle strike	27	16	21
kawasaki challenge	25	15	20
killer instinct	32	20	25
lamborghini challenge	20	10	15
lemmings 2	20	10	15
lion king	25	15	20
lord of the rings	22	12	17
mario kart	22	12	17
mario paint	23	13	18
maximum carnage	20	10	15
mega man x	17	8	12
mickey mania	18	9	14
micro machines	20	10	15
mortal kombat 2	22	10	16
mortal kombat 3	32	22	25
nba jam tour	25	15	20
nba jam live 95	17	8	13
newman-hass indy/mansell	20	10	15
pga golf	20	10	15
pitfall	18	9	13
pocky & rocky 2	20	10	15
powerdrive	22	12	17
power rangers	22	12	17
primal rage	27	17	22
punch out	20	10	15
putty squad	22	12	17
return of the jedi	25	15	20
rise of the robots	14	7	10
rock & roll racing	24	14	19
samurai showdown	25	15	20
secret of mana	23	12	17
sen soccer ltd	22	12	17
shadowrun	22	12	17
smash tennis	17	8	12
soccer (mufc)	22	12	17
star wars	17	8	12
street racer	22	12	17
sunset riders	18	9	14
syndicate	22	12	17
t2 arcade	18	9	14
theme park	28	16	22
turtles tour fighters	20	10	15
urban strike	32	20	25
wolfenstein	20	10	15
wwf raw	25	15	20
wwf royal rumble	20	10	15
zelda	17	8	13
zombies	18	9	13

Saturn

	i	ii	iii
bug	28	17	21
daytona	29	19	23
myst	30	20	23
panzer dragoon	25	13	20
rayman	30	20	24
real pinball	29	18	23
robotica	28	17	21
pebble beach golf	28	17	21
shinobi x	29	19	23
v.f. remix	24	12	18

Column i If you wish to buy a used game from us, this is the price you will pay

Column ii If you are selling a game for cash this is the amount you will receive from us.

Column iii If you are trading your game against another (new or used), this is the amount which your game is worth off the price.

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Please include a handling charge of £1.50 for the first game and 50p per game thereafter. Allow 14 days for delivery. We strongly advise you to use registered or recorded delivery as we cannot accept liability for games lost in the post. All our games are guaranteed to be in good working order. Any faulty games sold to us will be returned at your expense. All prices hold until the next edition of Gamesmaster is out - from then onwards prices printed therein apply. We reserve the right to refuse any sale/purchase

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Win a pair of really hot blades!!! 0839 404037

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Win The 007 Video collection, + Bond goodies inc. this movie still!

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Win 6 Van Damme Videos!

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Win Canned Music!

This giant can opens out to a CD system or colour telly! Ideal for your bedroom!

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Play SHOOT-OUT!

General Questions 0839 404030

Soccer Questions 0839 404036

6 Goals wins 2 Casio Magic Beam Diaries or £100.

5 Goals wins a Casio all-weather sports radio or a luxury quartz watch and more!

4 Goals wins a 35mm flash camera or an electronic databank and more!

Instant Win!

Your call will cost up to £3, so please ask permission from the person paying the phone bill! Call charges are 39p per min (cheap) 49p (other times.) Competitions close on 28.2.96 unless otherwise indicated and involve multiple choice questions with a tiebreaker except where 'Instant Win' is shown. Instant Win competitions involve 10 questions worth between 1-10 points each and the winner is required to beat a target score. The Shoot Out competition involves 6 questions and a penalty shoot-out. For rules or winners' names send a

TOTAL! people

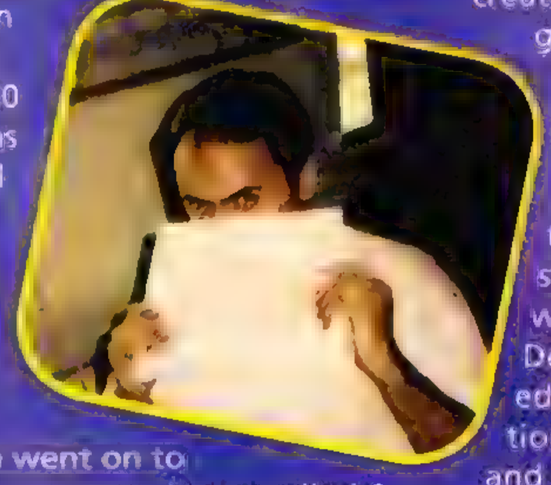
TOTAL! may seem like a jolly wheeze and a bit of a doss but we assure you, it's not all laughs and playing videogames. No, it's actually a very skilled job putting together a magazine every month and to make TOTAL! the quality publication it has been over the past 50 issues it has taken a constant flow of talented and enthusiastic people. Over the next couple of pages we take a look at the people, past and present, who have made TOTAL! the top Nintendo mag in the universe.

Rob Pegley

Rob displays his excitement as Thicky Dyer is seen entering the building.

Before scaling the heights of the magazine industry the current Editor of TOTAL! came from a rather sinister and tedious background. Not only did he spend several years of his life getting a terribly useful accountancy degree, he then went on to join the thrusting world of insurance. Realising that particular industry was full of arses he scarpered and swiftly got a job on *Sega Power* magazine as a Staff Writer. Things went well for our Rob. So well, in fact, that he used his rapidly acquired knowledge to get himself onto a student lifestyle mag called *Unique* which was produced in London. While he was there he also worked on a Global Teleconferencing mag and a mag called *MYB*, or *Managing Your Own Business*. Rob, however, thought it should have been called *Mind Your Own Business*. Hmm, quite. This is probably why he shortly left that particular company to come back to Future Publishing as Deputy Editor on Ultimate Future Games before proving his worth and swiftly moving up to edit TOTAL! What a guy!

Steve Jarratt



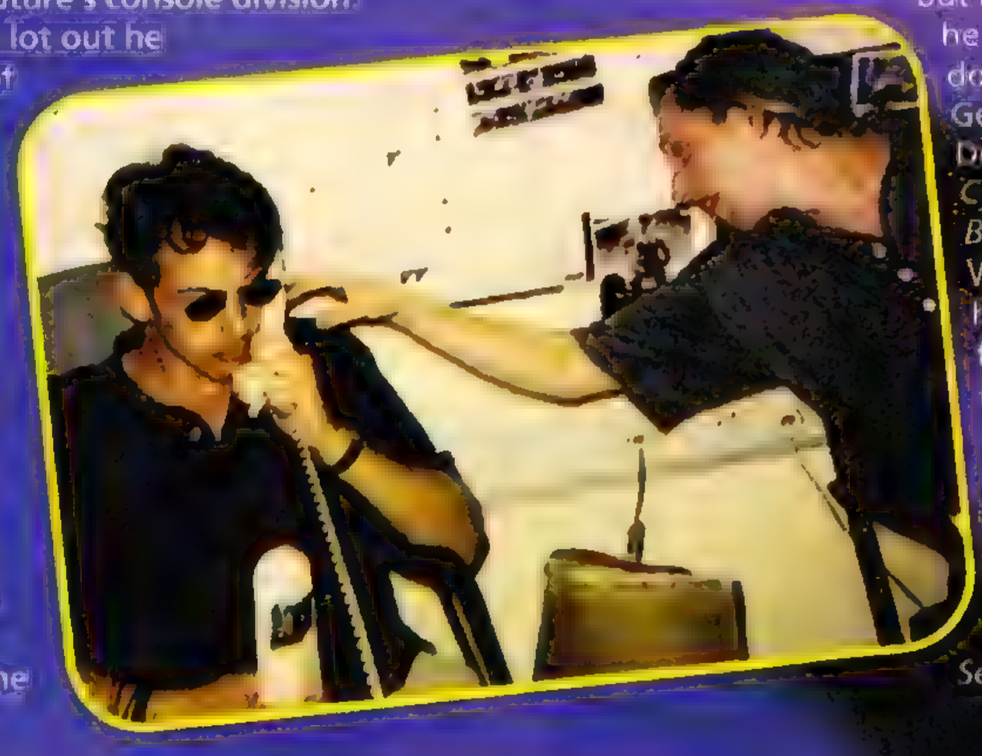
Steve Jarratt, or Baldy, or Misery Guts, has been at Future Publishing for approximately 300 years. His first job was on a magazine called *ACE*, or *Advanced Computer Entertainment*, a magazine that was widely regarded as the best thing since sliced bread. He then went on to launch the first Sega mag ever. It was called *S* and because there were only about five Sega owners at the time it wasn't a very big mag. But then came the console boom and *S* went on to become *Sega Power*. From little acorns and all that...

Anyway, not one to stand still, Stevie went on to launch *Commodore Format*, which he did with such style Future decided to then get him to launch TOTAL! Again it was a raging success so Steve was subsequently moved on to launch *EDGE*, then he became a roving Editor across the whole of Future's console division. Once he'd sorted that lot out he settled into the task of launching *The Official Sony PlayStation* mag which is where he currently resides. What a top bloke.

Andy Dyer

Like Rob Pegley Andy Dyer also worked in insurance. However the pressure of being a tedious git in a suit nearly drove him mad. Actually it did drive him mad so he capitalized on this insanity, called it creativity and managed to con Future into giving him the staff writer's job on *Commodore Format* (with Steve Jarratt). Steve sort of liked him so when he went off to launch TOTAL! he took little Thicky along for the ride. However, the treacherous Thickster got a bit above his station so when a Sega mag called *Mega* was announced he went off to become Deputy Editor on that. Subsequently the editor left so Mr Dyer slipped into the position of Editor, ruined the mag completely and had to be moved back onto TOTAL! It wasn't long before everyone realised that he was Thick beyond measure and couldn't manage his way out of a paper bag so he left to do what he does best, writing. And he now puts words on paper on a freelance basis, mostly for TOTAL!

Josse Bilson



No one knows quite where Josse came from, but rumour has it he was a stunt double for Gerard Depardieu in *Cyrano De Bergerac*. Whatever his history, his first minglings with Future came when he was given the job of Staff Writer on *Sega Zone* and

Game Zone. Shortly after he devoted his energies entirely to *Sega Zone*. Some time after Andy Dyer spotted his talents and drafted him over to *Mega*. Sadly Josse hated his new role (mainly because he was the butt of Thicky's rubbish nose jokes) so he did a runner to become production editor on TOTAL! Then, disaster upon disaster, Thicky came to edit TOTAL! and the nasal comedy started all over again. Not to be beaten Josse again ran a mile from the Thickster and went off to launch a magazine called *PC Attack*. He was happy there for a while and at about the same time he saw that Thicky had gone freelance and seemed to be having a jolly nice time indeed. Inspired by this move he too went freelance and now works across a number of mags spreading his talents far and wide.

Frank O'Connor

Whatever happened to Fat Frank? We'll tell you. He now lives in Hollywood. He still works on videogames mags but at the same time he gets to live in a top place, have jacuzzis all the time and schmooze with the stars. He started his mag career after a stint in copywriting. He moved onto *Amstrad Action* and proved himself to be mildly amusing. He then got poached by a big firm in London. However the lure of Future was too much and he came back to edit TOTAL! He was happy, but not so happy that an offer of loads of cash and a job in the US couldn't entice him away.

Sean Atkins

He did a degree in communications. When questioned on the exact nature of this degree he tends to go a bit quiet. We reckon it's because it's one of those cop-out degrees, like sociology, which don't actually serve any purpose other than to facilitate three years of partying. Anyway, after he'd finished he went off to travel around the world for a year with his girlfriend who, incidentally, happens to be one of the most luvverly birds in the universe. After that he came back and worked in a bakery for two years (he still smells like a bloomer loaf) before starting as Staff Writer on TOTAL! Suddenly he got a taste for power so without further ado he made the move to *Ultimate Future Games*. He started as Production Editor and has now moved up to become Deputy Editor. He plans to be a minor god in about three year's time.

Atko's bird Jo, by all accounts is the best snogger in the world.

James Binns

Andy Dyer and Neil West went to a party in Oxford one night and met this mad, loud ginger-haired bloke called James Binns. Ol' Binnsey was dead keen to get a job in publishing (cos he'd been doing some college mag for ages) so the boys from *Mega* came back to Future and recommended him to TOTAL! who willingly took him on. He has since moved on to do *PC Format* and then became Editor of *PC Answers* so there's another shining example of a TOTAL! boy made good.

Chris Buxton

The poncy member of the team. When he first joined we figured he was just a geeky little geezer with a love of jazz music. However, he soon proved to be more intelligent than the rest of the team put together. He became Deputy Editor in no time at all. But even this wasn't enough for our Chris and he has now left to do a film course after which he plans to become the most influential movie director since Orson Welles. Not setting your sights too high then Chris, eh?

James Leavan

What can you say about a complete looney who plays harmonica all the time and is constantly hyperactive? Well, only that he did a stint as staff writer on TOTAL!, caught the eye of all the female readers, then left to become a PR person for a software house. He now works for Virgin and earns more money than anyone in the world, most probably.

Linda Barker

Linda's career spans four quality titles. She started on the massively successful and ground-breaking *Your Sinclair* which she later went on to edit. After that her talents graced the pages of *Amiga Power*. But time and tide waits for no talented woman so she then went on to work for *Sega Zone* before seeing an opening on TOTAL! and going for it. She has since left. She may be gone, but she won't be forgotten.

Karen Levell

Karen didn't stick around for long. She came in and sorted out the badly written words for TOTAL! and basically made it read like it was written by intelligent people. She has also worked on *ST Format* and a few other mags which we can't quite remember (to be honest we couldn't find her when we wrote this).

Danny Wallace

Ah Danny boy. He was a fan of TOTAL! for years and kept turning up outside the office and making a nuisance of himself. Eventually he scrawled a review on an old fag packet he found in the gutter and slipped it under the office door. To everyone's amazement it was really funny so Rob took him on. And the rest you know.

Tim Weaver

He's new. He finished his A levels then went to work for British Gas for about five months. Then he joined TOTAL! He's only been doing the job for a few weeks so there's not much to say about him. He seems all right but we'll let you know if he's crap or not in a few issue's time.

Lest we forget...

So that's the famous faces of TOTAL! past and present covered. But what of those other people involved in the production of this magnificent organ? There has been a host of people who have slaved away long into the night to create the best Nintendo magazine in the world, and some that have done absolutely nothing at all and yet still been connected to it. We can't possibly mention them all, but what of Wayne Allen? We knew him as Baghead, but he was in fact the original designer of TOTAL!, the creative genius behind the first issues and the bloke who gave TOTAL! it's distinctive look. He lives in Australia now, bless 'im. He employed the gorgeous Vicky Mitchard who went on to work for the BBC and then came back again to take control of some of Future's other mags. More recently Jon, or Johnny The Shoeshine Boy (to those of you who read our rather odd Atko Investigates features) who sorted out all the arty things when Frank and Thicky were editing. And no doubt some of you will remember Dane and Sally, two girlies who, shockingly, never actually worked for TOTAL! but provided more substance to the team in times of need. Ah yes, all have since left, but their memory lingers on. Thanks to everyone who has contributed over the years, and may we survive another 50 issues. It may be self indulgent for us to say so but, HAPPY BIRTHDAY US!

a DAY

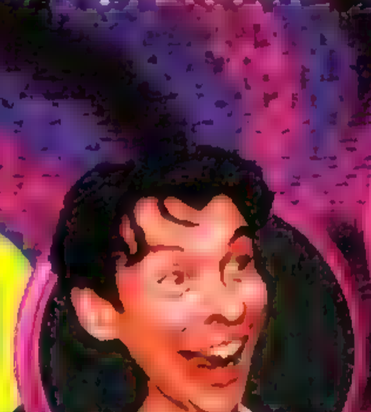
Just what do the TOTAL! team get up to all day in the office? Do we really just dance, dance, dance? Or do we actually ever get down to doing some work? You wanted to know, so we thought we'd tell you...

9:27

Danny wakes up at his desk and begins work. We don't let him go home at night or during weekends due to the massive amount of work we give him... er... the massive amount of work producing a magazine of the quality of TOTAL! entails, we mean...

9:32

Debs arrives in the office and makes the first cup of tea of the day.



9:34

Debs makes the second cup of tea of the day.

9:49

After a brief sleep, Rob begins to organise his day. Using a piece of paper, some brightly coloured pens, his fist and the ability to create small sweeping motions with his lower arm, he begins to create a 'flatplan', which outlines everything that'll appear in this month's magazine. Or sometimes he just draws flowers and bare ladies.

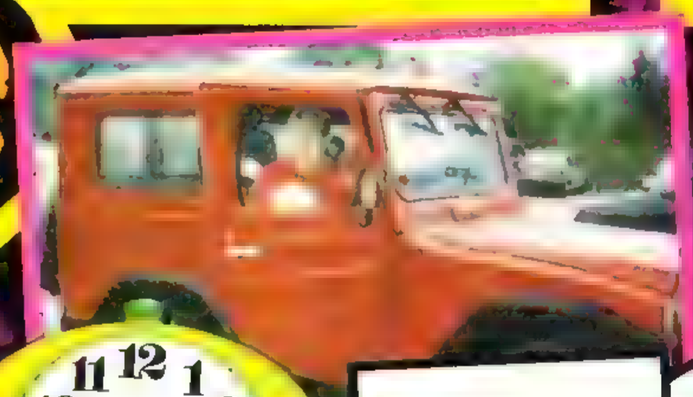
9:58

Debs asks if everyone's alright for tea. She then makes the third cup of the day.

10:07

Danny has finished his first piece of the day. With a proud gesture, a happy smile, and a feeling of real worth, he hands it in for approval. Rob then provides Danny with the rest of the month's work to get on with, while he takes a well-earned break, and sips on a delicious, vitamin-packed cocktail. Um... well, a cup of tea that Debs made...

the LIFE of TOTAL!



9:46

Rob arrives and stumbles bleary-eyed through the door, mumbling about football and beer and girls. Sadly, he's rubbish at sport, allergic to alcohol and never met a 'proper' girl. But we humour his laddish ways.

10:52

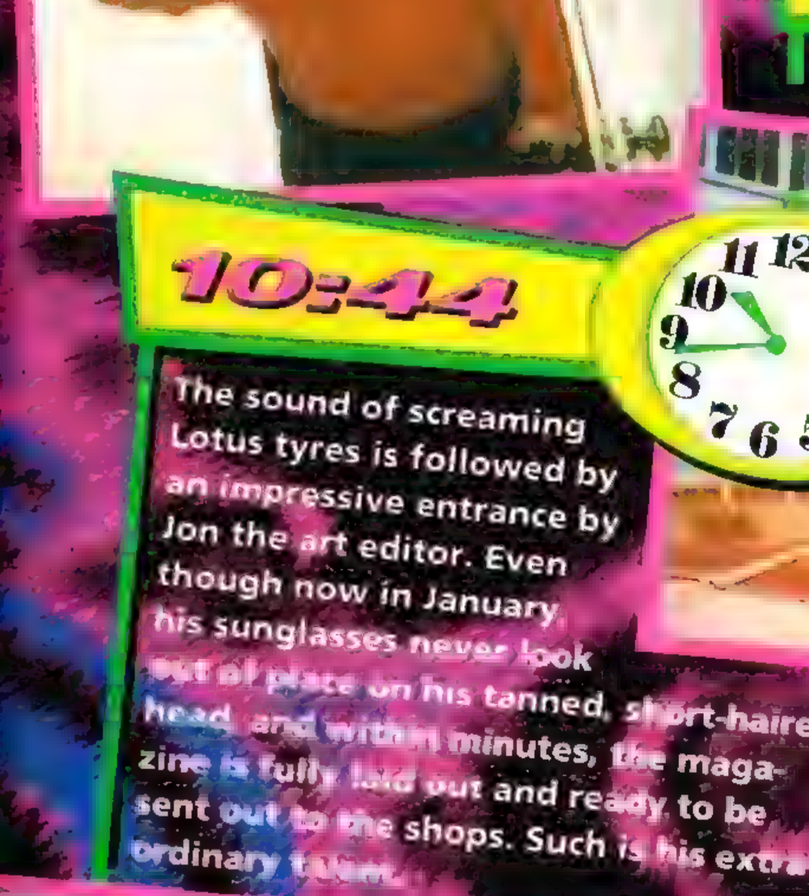
Jon leaves for home.

10:57

Debs makes the tea.

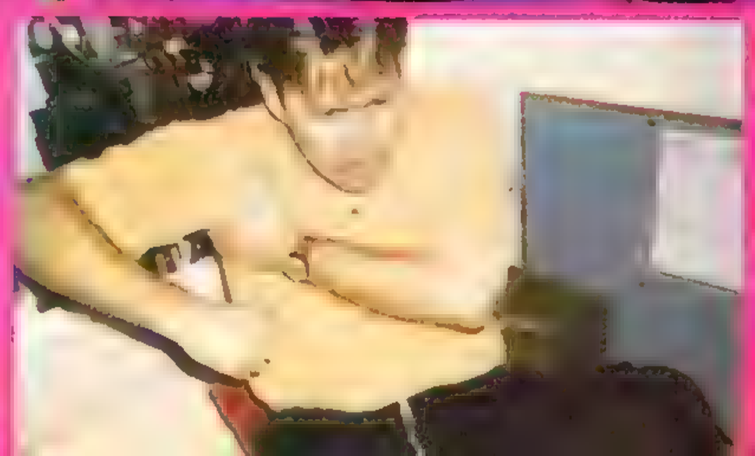
10:44

The sound of screaming Lotus tyres is followed by an impressive entrance by Jon the art editor. Even though now in January his sunglasses never look out of place on his tanned, short-haired head, and within minutes, the magazine is fully laid out and ready to be sent out to the shops. Such is his extraordinary talent.



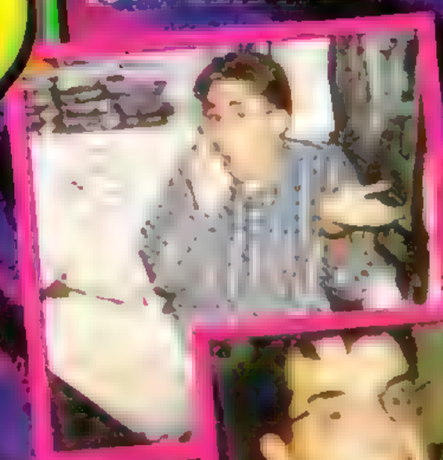
11:00

Rob makes amusing noises using his left underarm and a length of hosepipe.



11:05

After talking on the phone to a small Welsh child called Jason about how he has no idea what to do when the wizard walks by in that game which is the one that you are in the wanting of tips for, Danny makes small yelping noises due to overwork and lack of food. Rob takes pity on him and takes him to annoy other magazines with him.



a DAY in the LIFE of... TOTAL!

11:09

The post has arrived! Debs has made a cup of tea for everyone in the building, and Dave the Assistant Publisher has arrived in the office with a packet of biscuits, which he handsomely shares out among his tawdry, badly-dressed underlings. The love.

12:30

Everyone has gone to lunch. Except Danny. Who's working.

4:00

Everyone arrives back from lunch. Rob and Debs have found Thicky Dyer, who had accidentally turned up for work at the local pet nutrition centre this morning, and spent most of the day reviewing dog biscuits. Rob, who has had far too much caffeine, spends a good 20 minutes taunting Danny, who has already started next month's issue.

4:21

Games!

5:47

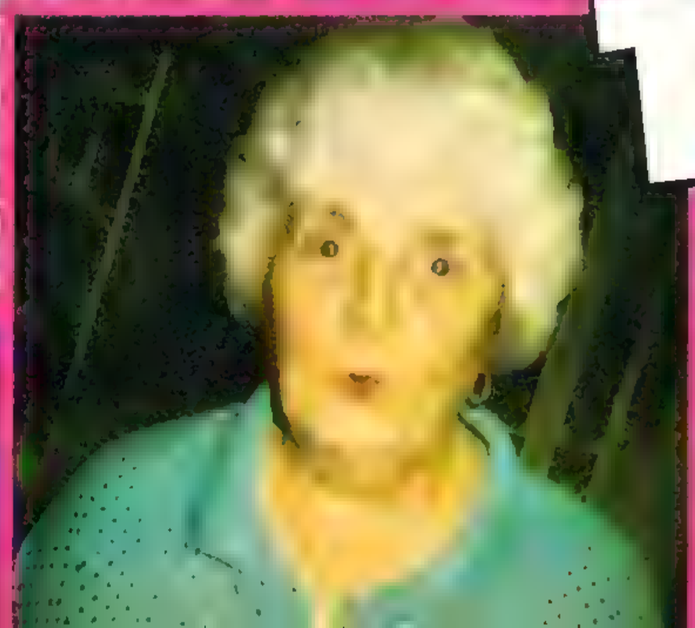
All eyes are fixed on the clock. In 13 minutes, it'll be home time. Except for Danny, that is. All day is home time for him. And bleedin' work time.

4:29

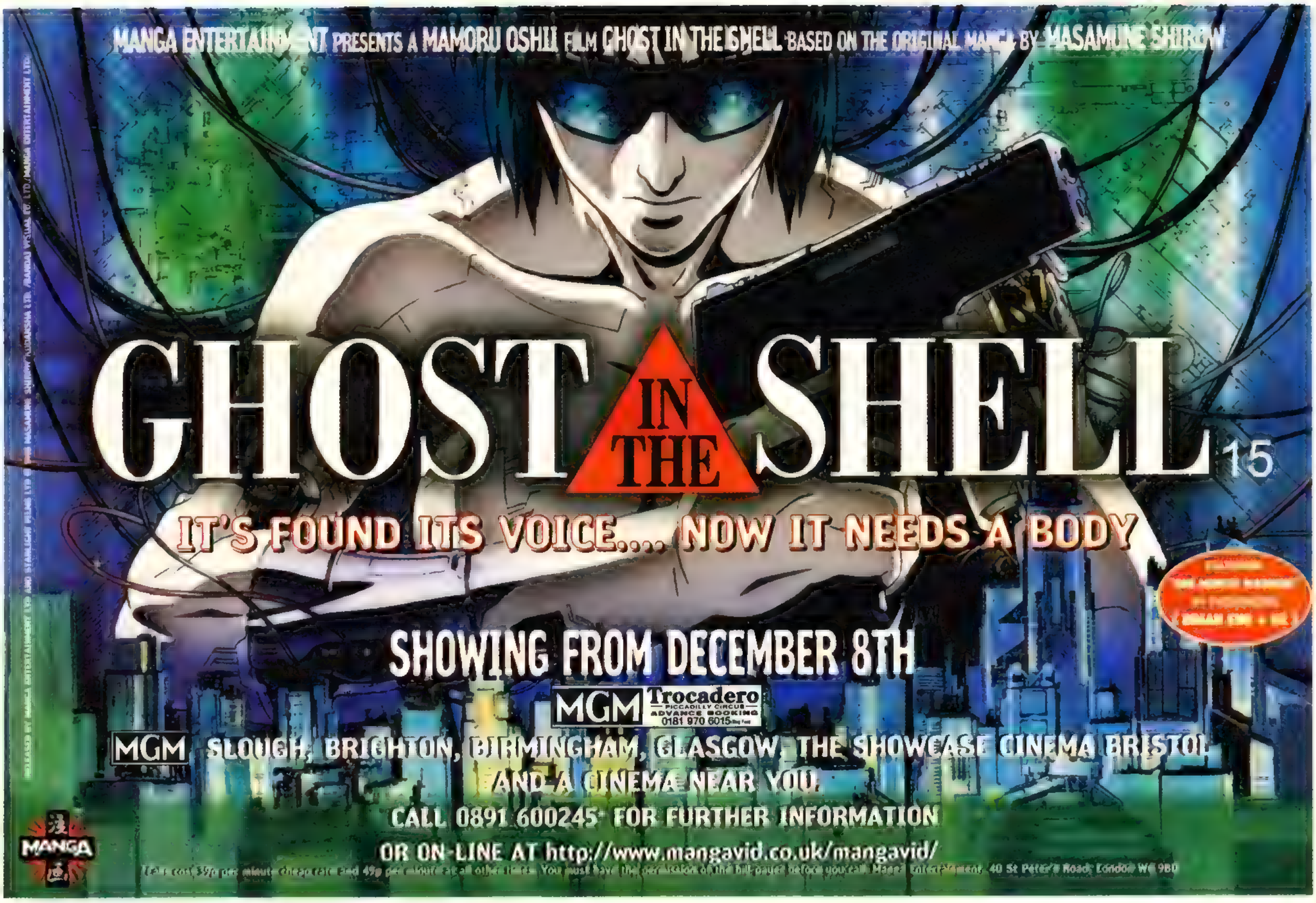
Debs gets the tea in.

6:00

Well, that was it. Rob and Debs congratulate each other on an honest English day's work, Jon returns to offer lifts in his Lotus to the local drinking centre, and Danny starts on issue 67. Ah well... all (predictably enough) in a day's work, eh? Still – you can always talk to the mad old woman who cleans the coffee cups all night, eh Danny...



It's fond farewells to Danny and Johnny who've left us to do some other clever things and a huge hello to Tim our new writer.



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ISSUE 1

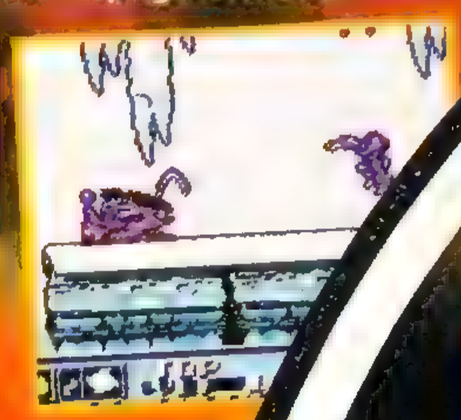
Super Mario Bros 3 98%

Steve looks about as nice as Vinny Jones. But who cares? Not 'Misery Guts' Steve. He quacked, 'Totally stunning. I've played an awful lot of games... and this beats them all'. He loved it so much that he wrote to Nintendo and asked if he could adopt a copy.

ISSUE 2

Low G Man 94%

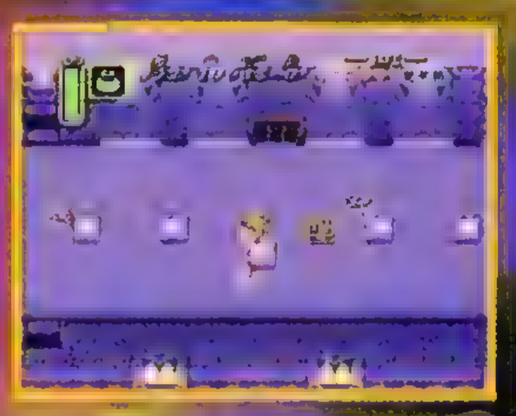
A stonking platform extravaganza that had Monsieur Dyer running around the office getting excited. Yep, ginormous levels, top graphics, a wunderbar password system and oodles of weapons [illegible] declare that 'it shines in every department'.



ISSUE 4

Super Mario World 98%

The arrival of the SNES also brought the arrival of (sigh) another Mario game. But wait a moment, this is tops. ' This is simply one of the best games ever written.' screamed Steve. Surpassed *Super Mario Bros 3* with a considerable air of confidence.



Well, 50 issues of TOTAL! just gone. Disappeared. Vanished. Into nothingness. Into that cupboard in the spare room. Yes, it's been 50 big ones and it hardly seems like January 1992 that TOTAL! arrived with a bang and a crash and two budding 'young' journalists that you came to know as 'Misery Guts' and 'Thicky'. Jeez, January 1992, Tim wasn't even born then. Which is exactly why he's going to take you through a tour of the 50 greatest games from our first 50 issues. At least then we won't get any of that 'those were the days' gumpf. Geddit? Right, let's go...

ISSUE 80

Street Fighter II 94%

Born to be played on the SNES, everyone got a bit excited when this arrived. And that includes Stevey boy. He commented, '[illegible] beat-'em-up [illegible] you [illegible] before.

ISSUE 90

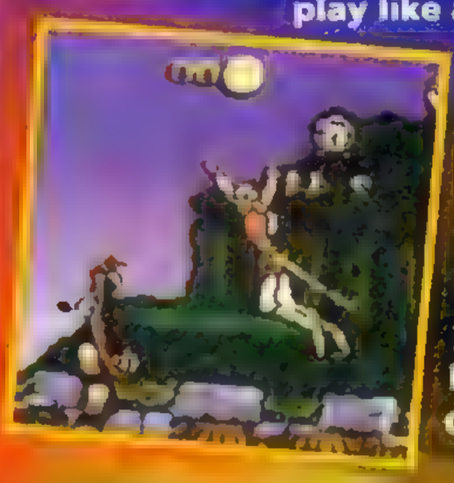
Top Gear 93%

Life in the fast lane, eh? Tsk. Well, I've got a 2CV so I wouldn't know but you lot will, if you get hold of this little beauty. 28 levels of fast, smooth, responsive brilliance. 'Absolutely stunning!', says Steve.

ISSUE 100

Dragon's Lair 93%

The problem with the *Dragon's Lair* series is that they all look great but play like a donkey. Well, newboy James set us straight when he reviewed it. 'Fab slice 'n' dice action'. Oh yeah, and it's harder than Grant Mitchell.



ISSUE 3

[illegible] Excellent Game Boy Adventure 91%

The Game Boy sped through to take pole position in March 1992 when *Bill and Ted's etc,* grabbed the platform genre by the scruff of the neck, shook it around a bit, gave it a haircut and made it join the Army. Or something. Steve agreed, 'Completely fabby platform game.'

ISSUE 5

Super [illegible]

Absolute[illegible] graphics, [illegible] and [illegible] groan, [illegible] Play this and you'll become Pete Sampras in a matter of days. Andy had an opinion and a half on it, anyway. 'The best tennis sim ever!'

ISSUE 6

Motocross Maniacs 91%

'Vrooom! Vrooom! Vrooom! Screeech. Wheee. Zooom. Ker-oh.' 'Misery Guts' Steve reckoned. But, don't worry, he was much better after the treatment. This Game Boy [illegible] keep you going for [illegible] and it's [illegible] if you've got any.

ISSUE 7

Sim City 94%

If you can't stand watching plummers running across multi-coloured levels, then Sim City could be [illegible] 'Utterly, utterly brilliant,' was the boy Dyer's opinion and he's not wrong. If you've ever wanted to be God [illegible] know, actually [illegible] – then this has [illegible] 'it'.

ISSUE 11

Elite [illegible]

I remember playing this on my mate's BBC years ago. It was good on the BBC so imagine what it's like on the NES. A bit great, that's what. And Chris [illegible] agreed. [illegible] games [illegible]

ISSUE 12

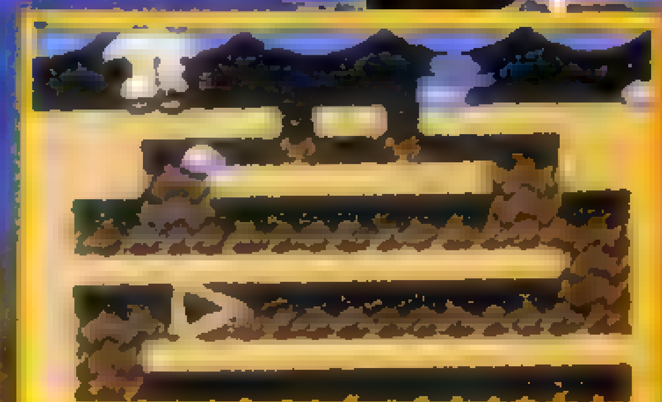
Gradius Interstellar Assault 93%

'Buy it! It's fab, it's great, it's fljimblim-flubbadub.' And so James concluded his review of GIA (and, presumably, his French lessons if that last bit is anything to go by). Yes, GIA is a bit of a surprise package. No frills , no spills, just good old-fashioned blasting [illegible] Game Boy.

ISSUE 13

Parasol Stars 91%

This glorious platform game had everyone excited when it came in for review. James said something about it being 'more addictive than Mars bars dipped in warm custard'. Everyone else just thought it was a top platformer. Mars bars indeed.



ISSUE 14

NHLPA Hockey

It's ice hockey is very satisfying. Especially when you pull off a bodycheck sandwich, or take someone's legs out with your stick. Or decapitate someone. 'I love it!' exclaimed Chris in his review. And you'll see why if you snap this slice of legalised violence up.

ISSUE 15

Jimmy Connor's Pro Tennis Tour 93%

Get a load of the four-player option and you'll soon realise why Chris awarded it 93% and barked 'playable, realistic and easy to learn'. It really does give *Super Tennis* a run for its money and there's an ace (yeah, yeah, I know) sequence where you can play in the Antarctic.

ISSUE 16

Starfox 96%

Okay, so some might argue that when you get down to the basics there isn't an awful lot to *Starfox*. But as a shoot-'em up it stands head and shoulders above the rest. When he came to review it, Steve collapsed into a heap and could only manage the word 'flawless' at infrequent intervals.

ISSUE 20

Striker 94%

We like football here at TOTAL! Except Rob. He likes some team called Portsmouth. I think they play netball. Chris pronounced it 'an instant classic', when he reviewed it and he's not wrong. Fluid, accurate adaptation of the beautiful

ISSUE 21

Mario All Stars 90%

Four *Mario* games means that you're in for hours and hours of platform fun, as confirmed by Frank. He called it 'the best videogame cartridge ever manufactured'.

ISSUE 25

Sensible Soccer 94%

You might have to squint to see the players but it's the only game that also teaches you how to swear. Especially when you miss the ******** goal. Chris called it 'wonderful' in January 1994 and he'd be right.

ISSUE 26

Kirby's Pinball Land 92%

Pinball is brill. But it's even better when you don't have to change your £5 note into tens and stand in dodgy phonebooths on Paignton beach [illegible] 'smashing' and 'fantastic' and [illegible] and... that's enough.

ISSUE 27

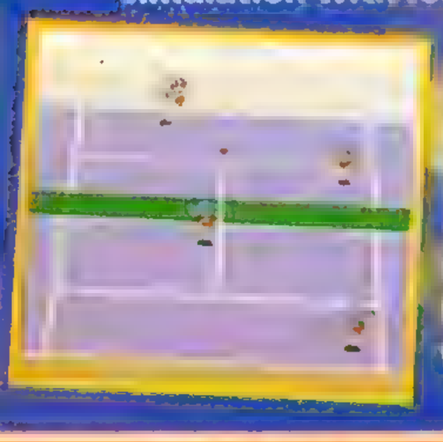
Madden NFL '94 93%

This isn't rugby, okay? You won't find Bath or Harlequins here, mate. But you will find the Broncos and the Browns and a whole lot of fun. In March of '94, Chris called it 'a superb sports sim' and you lot soon loved the pants and shoulder pads off it too.

ISSUE 31

Smash Tennis 94%

Right. No 'clever' tennis puns. Okay? *Smash Tennis* is a quite wondrous sports simulation with loads of variety. Although Frank said that some of the hair styles are a bit strange. So when asked if anything tennis related [illegible] tennis, eh? What? What did I say?



ISSUE 32

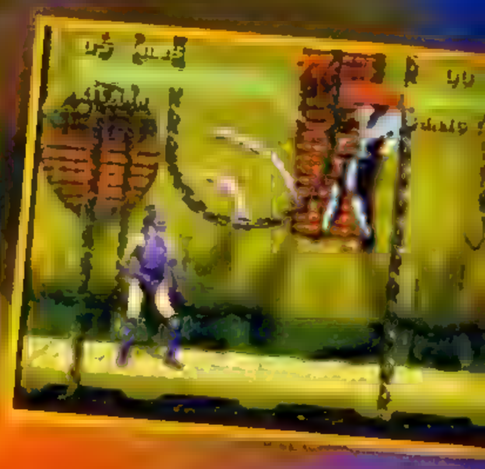
Super Street Fighter II 97%

Alright, so it might have been more expensive than a lorry load of gold bars, but it's well worth it. With extra characters, a new look and biting sampled speech, *SF* races ahead of its predecessors.

ISSUE 33

Mortal Kombat II 93%

By September 1994, all these violent games were having their affect on Frank. After sedation, he still managed to mumble 'plenty of bloody effects' several times. Mind you, it was really bloody. But quite good at the same time. Well, very good. Well, excellent actually.



ISSUE 17

The Lost Vikings 87%

The lads were feeling a bit tight this month so this little puzzler rose to the top of the tree. Steve spouted something about it being 'a bjorn winner' and that there's 'Norway you should miss' it. Uh, Steve, I know I'm new and everything but don't you mean born winner and

ISSUE 18

Alien 3 90%

Tension, gunfire, killing. Well, that's the Total! office but how about the game? Well Jammer had this to say, 'Real value for money'. And he's not wrong. There's great graphics and spooky sounds and facehuggers. Personally, I found it all a bit scary. But that's because I'm young.

ISSUE 19

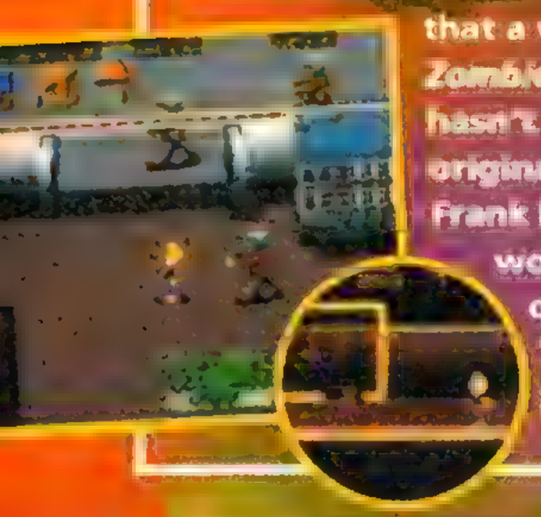
Super Bomberman 93%

Bombs. Love 'em. And you will after playing this. 'Course if you haven't got any friends you won't get the most out of it because it comes into its own when there's more than one player. Chris didn't believe how good it was and commented, 'Un-blimmin'-real'. But it was real. Really.

ISSUE 22

Zombies 92%

Shoot-'em-ups don't come much better or much violent-er (is that a word?) than Zombies. Okay, so it hasn't an ounce of originality in it but Frank blurted the word 'Brilliant' quite a lot. That's all you need, isn't it?



ISSUE 23

Zelda IV

Loads to do, loads to see, loads to discover. *Zelda IV* is one of th adventure games on the Game Boy and Frank's comments don't make you want to buy it, nothing will. He said 'Engrossing, addictive and challenging', he said, he said.

ISSUE 24

Cool Spot 92%

Cool? That's why they invented Oxy10 for God's sake. Frank couldn't get enough spots, however, and chose the words 'utterly' and 'fab' to describe this little red one.

ISSUE 28

Wario Land, Super Mario [illegible] 75%

Take control of Wario and lead him through this platform extravaganza on the Game Boy. It's got six different endings so it'll take you ages to finish. James, in an unexpectedly nasty mood, said of it, 'The Hedgehog is soundly thrashed again'.

ISSUE 29

Equinox 91%

Zillions of levels, great graphics and 'simply the best music ever', according to Frank, means that this surprise package had you puzzlers scrambling [illegible] at the shops for a [illegible] time.

ISSUE 30

Super Metroid 94%

Super Metroid is a brilliant adventure [illegible] which had Frank hiding under the table declaring the difficulty to be at a 'scary' level. Whatever that means. He also howled [illegible]thing about [illegible]nely [illegible]ve'.

ISSUE 34

Jelly Boy [illegible]

Yes, I know. Jelly Boy. Doesn't sound very inspiring, does it? But actually this little platform-'em up is a bit of a laugh. The main character looks like Mr Blobby, I know, but the [illegible] by Andy Dyer [illegible] against [illegible] declaring it 'a [illegible] challenge'.

ISSUE 35

Earthworm Jim 2 95%

[illegible] rock hard gorillas, mad accountants and Whip the Snowman all come together to squeeze the words 'This is stunning' out of Andy. The only time that you'll admit you're in love with an Earthworm.

ISSUE 36

Donkey Kong Country 97%

Get romping through the jungle with this graphically wonderful, sonically bewildering little number that'll become such a way of life, you'll be swinging from the curtains in your living room – I meant, jungle – before you realise. Atko called it 'an absolute classic'.

ISSUE 37

Cannon Fodder 93%

An awesome shooty game that actually takes a bit of brain power. Needless to say, Dyer has never been near this game. He can't work out how to get the cart out of the box even. This was basically Sensible Soccer played with [illegible]

ISSUE 38

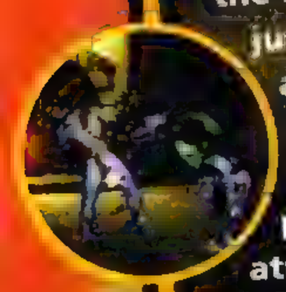
[illegible] 95%

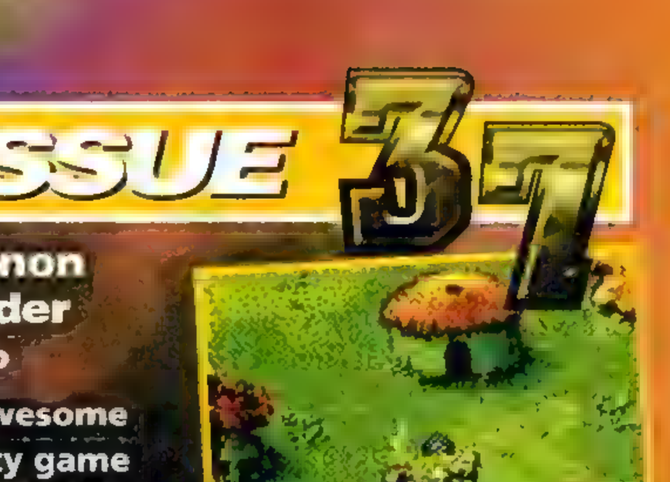
If you're [illegible] a bit bored of Blanka and Ken by now. So, Hoppy the Battle Bunny could be the answer. Or Bad Mr Frosty. Or Nana Man. Yes, this takes the *SSFII* and *MK2* game engine and gives it a dose of originality which led Josse to call it 'great fun'.

ISSUE 40

Killer Instinct 95%

[illegible] especially when it was viewed on the power of the Ultra 64. And the excitement was justified, according to Andy, with 'a triumph of game-play, graphics and atmosphere'. Lovely.

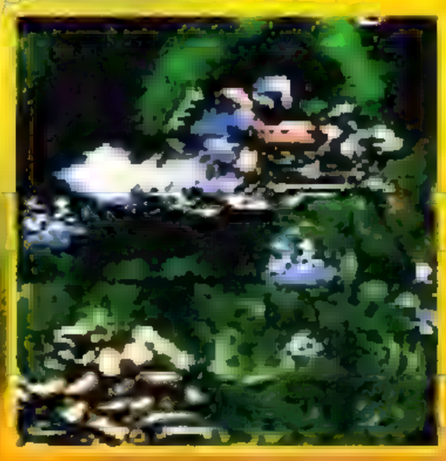




ISSUE 41

Super [illegible] 2 91%

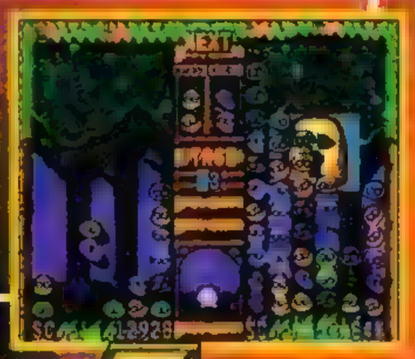
It might [illegible] you wou[illegible] about [illegible] fun. Andy [illegible] he said



ISSUE 43

Kirby's Avalanche 91%

Kirby's back [illegible] though [illegible] not at a pinball table but in the middle of an avalanche. He called it 'a tricky bugger' then the game crashed. See, you mustn't be nasty to these things. Or else they'll be nasty to you.



ISSUE 44

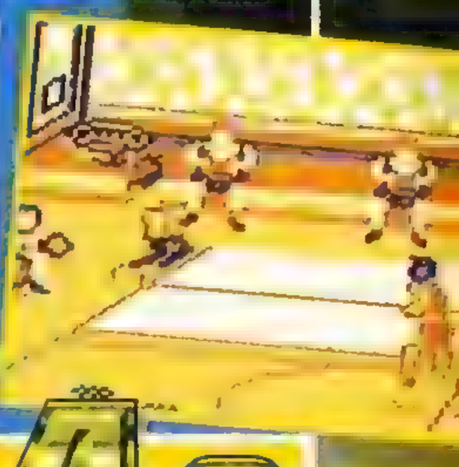
Bust-A-Move 95%

'Bloody great all round bleated Andy and he'd be right all round. The successor to *Bubble Bobble*, this is addictive and fun and [illegible] Rather like me, actually. Well, almost.

ISSUE 45

NBA Jam – Tournament Edition 89%

[illegible], it was good on the SNES and it's a great on the Game Boy. No two-player link up option but still a right old riot and 'more fun than a jammy bun' according to Atko. Top drawer entertainment.



ISSUE 47

International Superstar Soccer 95%

Oh, a football game. We haven't had one of those for ages. Yep, *ISS* is the best footy sim on the market (it's even better than *Sensi*, who I shed a tear for). Rob [illegible] it and [illegible] something about [illegible] able to play as [illegible] but that's just one of the many good points.

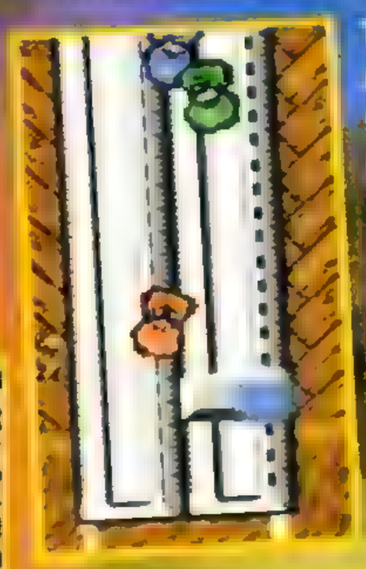
ISSUE 48

Earthworm Jim 2 90%

If you're struggling to get worms from raw meat then *EJ2* could be just the thing for you. Talking cows, maggots on unicycles and, of course, the worm himself means that you're in for a bit of a lark with this 'un. 'Super, playable, big, good looking and funny' was what Andy said.

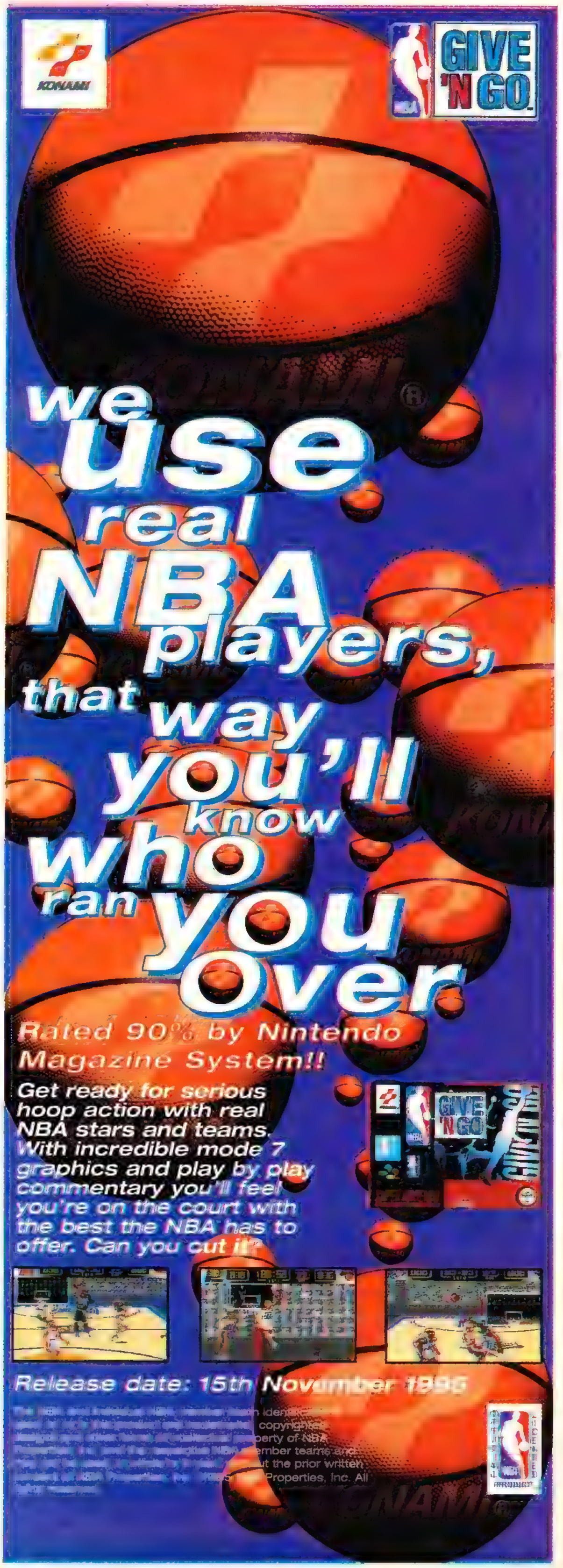
ISSUE 49

Micro Machines 2 93%



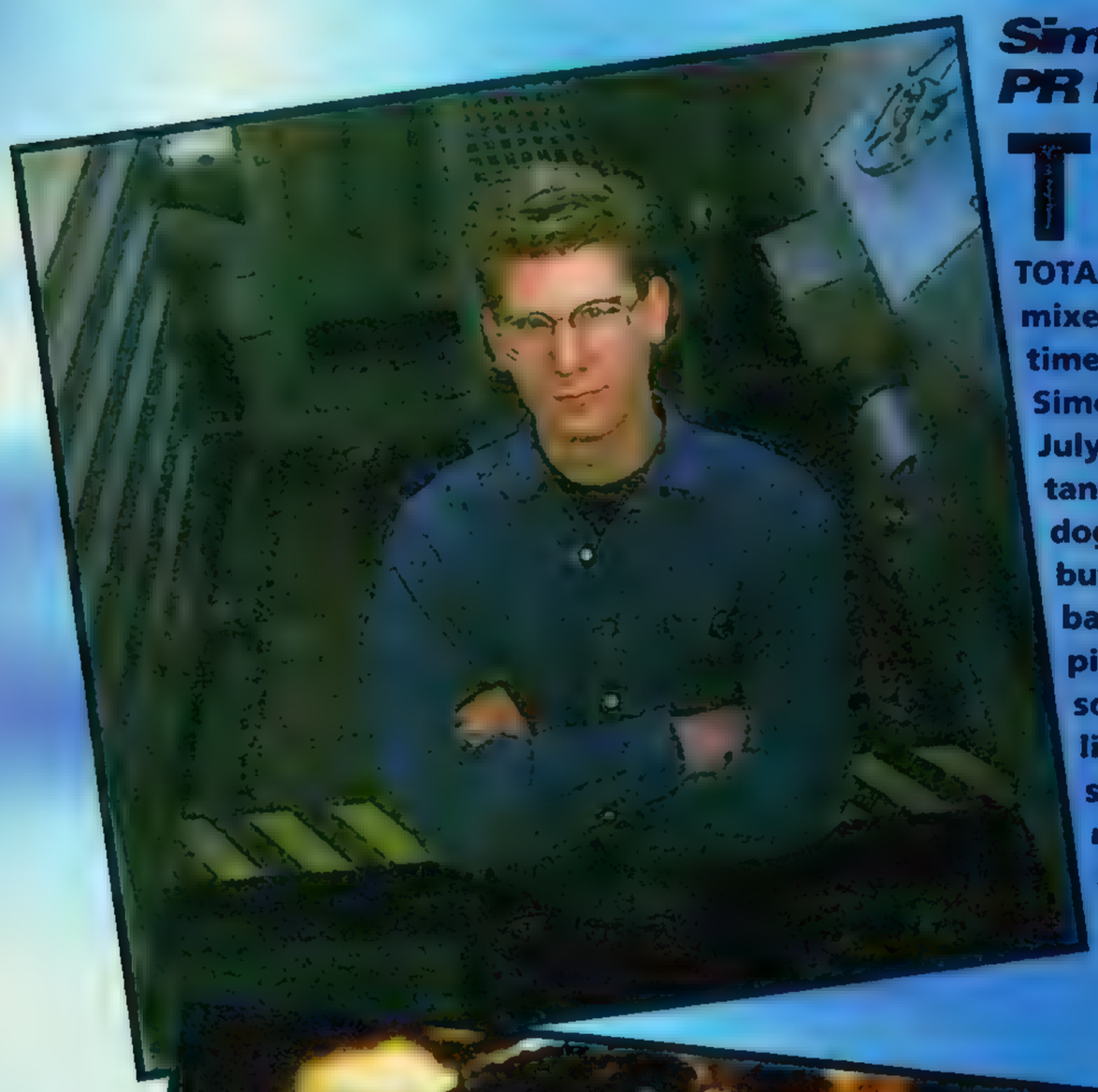
There was a bit of a scuffle in the office as to who would review it. Rob, being the big boss, got to and declared, 'The latest and best incarnation of a racing game that spawned its own genre. A superb multiplayer

ISSUE 39
NBA Jam, TE 92%
PRESS START
ISSUE 42
Theme Park 93%
ISSUE 46
Kombat 3
ISSUE 50
Killer Instinct
91%


KONAMI
GIVE 'N GO
we use real NBA players, that way you'll know who ran you over
Rated 90% by Nintendo Magazine System!!
Get ready for serious hoop action with real NBA stars and teams. With incredible mode 7 graphics and play by play commentary you'll feel you're on the court with the best the NBA has to offer. Can you cut it?
Release date: 15th November 1995

how to get a

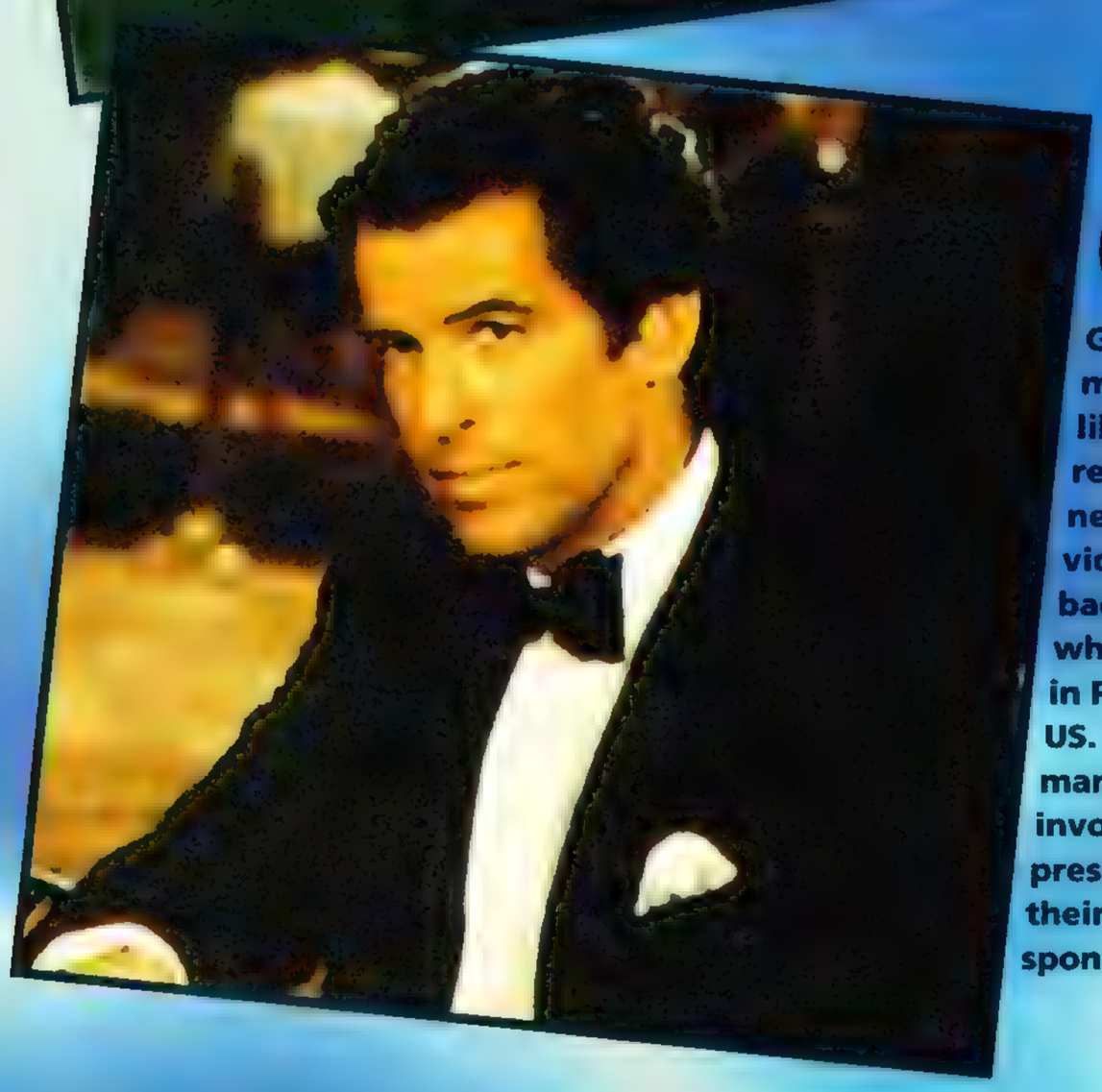
Having covered the careers of us journos, it's time to head for the other end of the spectrum. From the poorly paid intellectuals of this world to the blahing fat cats who supply us. From the sublime to the ridiculous. The purveyors of games and inane chitter chatter. Does stuffing expense accounts into a permanently fixed grin appeal to you? Do you like fast cars and mobile phones? Am I bitter? Well, maybe. In the world of games and celebrities and schmoozing, the PR person type reigns supreme. Here's a few we made earlier...



Simon Smith-Wright
PR Executive with Acclaim

The nicest man with a double barrelled surname that we've ever met while on TOTAL! and believe me we've mixed with aristocracy in our time. After leaving college Simon joined Acclaim back in July 1992 as a marketing assistant/coffee-maker/stamp-licker dogsbody. Acclaim were then but a pup of a company and based in sleepy old picturesque Winchester. They soon moved to the bright lights of London, and Simes shone more brightly than most. After becoming intimate with the photocopier over a number of months he then moved onto bigger and better things. He now deals with marketing and all press, TV and radio coverage that Acclaim games receive and is a pretty mean *Mortal Kombat 3* player. His advice to any budding Simon Smith-Wrights (apart from getting your name changed) is to study hard and aim to get some sort of business, marketing or PR qualification at college. Even O-levels and A-levels will give you a great head-start. Not worth it you might think? Well when I asked Simon what the worst part of his job was, he couldn't think of one.

Study hard and lunches with Les Ferdinand could be a regular thing.



Alex Fitzgibbon
Communications Manager with THE

One of the most dapper men ever to have graced the Games Industry, Alex makes Pierce Brosnan look like an advert for Oxfam. A relative newcomer he nevertheless has a love of videogames that goes way back. Back further even than when he picked up a degree in Politics and History in the US. We're talking very clever man, here. His many tasks involve managing Nintendo's press office, dealing with all their PR as well as sorting out sponsorship and setting up special promotional events. Basically making sure that Mario and chums are always in our conscious. All this takes up a good 14 hours a day but Alex reckons his job is 'perfect'. 'It's a really fun industry to work in. Everyone's young and enthusiastic and it makes working so much easier'. Want some fun?

Well Alex's advice is to keep plugging away and not be disheartened when you get the many rejections that will, inevitably, be forthcoming. 'Hang in there and don't become too upset if you get turned down a few times. You'll get nothing for two years and then five or six offers will all come at once'. You heard the man.

ahead...

Karen Shillcock
Managing Director Europe for T•HQ

Karen started her career as a secretary and puts her rise and rise down to studying hard, paying attention and getting her thumb into loads of lovely pies. Her background is in the toys business where she made TV commercials for train sets amongst other things. Traditional toys then started to suffer around 1981 as the computer industry started to sprout. When T•HQ launched into the UK they looked for an advertising and PR agency that understood the toy business and so Karen pitched for their business and won it.

As a secretary to an account handler she studied hard and paid attention and became an account exec. Like Reg Holdsworth, she is a firm believer in the idea that knowledge is power. 'Get involved in loads of jobs, even if they don't concern you, and make sure you become invaluable to your company. Starting as secretary is a good route as you have access to information and people'.

John Sloane
Product Manager for Konami

As well as knowing more about beat-'em-ups than anyone ever and being pretty damn useful at *ISS Deluxe*, John practically runs Konami on his own. His career path so far has been carefully calculated and his tips for your success are equally well documented below. Basically John headed for journalism after his law degree and ended up as Dep Ed on *CU Amiga* via a brief and boring stint with a legal publishers – 'I worked on the same book for six months, it was 2,700 pages long'. He arrived at Konami two years ago and although like his peers he deals with all press coverage, he is also involved in product evaluation, marketing, advertising and all manner of jobs. His advice is excellent: 'Be more proactive than I was. Practice writing reviews and send them to companies to get yourself noticed. Also any marketing, advertising or PR qualifications would be very beneficial. Make sure you really know the games industry as well. Not just games, but how the industry works and who the big players are. Find out who's successful and why. When you decide who you want to apply for, find out about their latest products and put a campaign together to send them. What you'd do and how you'd go about it'.

We say that's top advice and Andy is already scribbling away on his notepad as you read this.

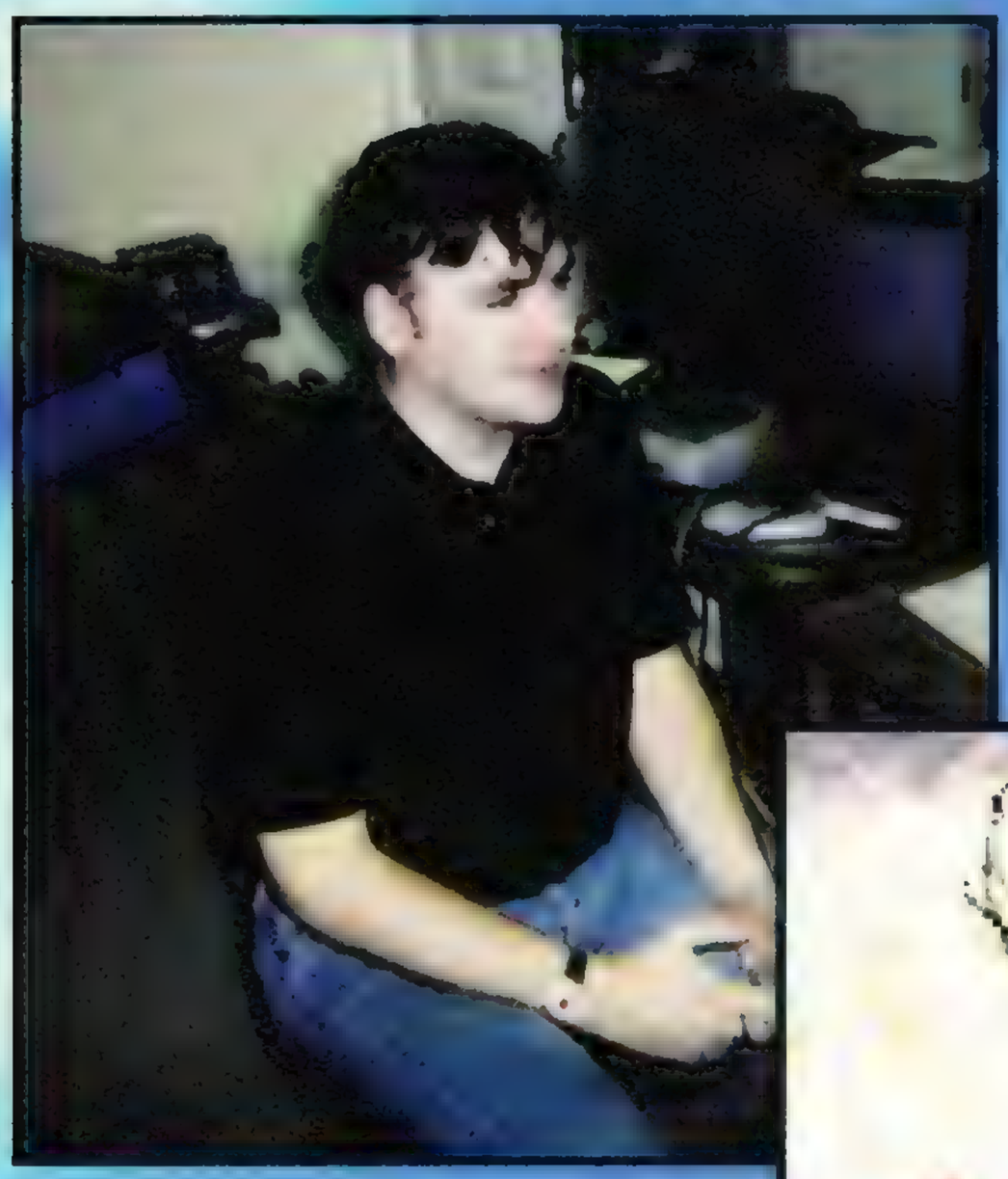
Nick Channon
Assistant Product Manager with Electronic Arts

Nick gave up life as a golfer to get into the world of videogames, although at Electronic Arts his life doesn't exactly lack sport. He joined EA as a PR assistant after applying for a vacancy. Like Simon at Acclaim he spent a year doing mundane jobs but feels this experience was beneficial, 'Never be too proud to do anything. Never think you're too big for any job, just be enthusiastic and you'll get on.' Seemed to work for Nick and after convincing us of *FIFA's* brilliance over the past couple of years he has now moved off the PR frontline and is directing the games war from the EA bunker. Nick still plays golf regularly, but not as often as he does *FIFA '96*.

Metro
PR/Sales Executive for Marubeni

Metro knows his games. Started playing them at eight years old. Did the ZX81 thing. And then his life changed when he was the UK Nintendo Games playing champ back in the early '90s. Until then he had resigned himself to never having a job he enjoyed and then he saw a whole new world open up to him. He worked for Nintendo for three years giving advice and generally being their champ. Now at Marubeni he evaluates all new products, deals with the press and does additional sales and marketing jobs. Metro's advice is to – 'Persevere and you can achieve anything. There's more to life than just earning money and if you want something badly enough you can achieve it'. Okay so you might not win a competition, but anything is possible 'make sure you study hard as well as being a game freak, though,' warns Metro, 'English is essential'. Yes indeed. We also suggest you get a decent nick name, like Peugeot or Allegro. Or maybe Marina if you're a girl.

Steve McKevitt
PR Manager for Gremlin



One of the friendliest PR people around, Steve McKevitt loves his 'first proper job'.

Likable Northerner, Wigan supporter and all round top bloke, Steve provides the likes of us with any info or pictures we need to cover a game. *Actua Soccer* is his current baby, but *Zool* and *Little Devil* are two of his offspring we've dealt with in the past. His claim to fame is that his wife was once in St Winifred's School Choir (*Grandma we love you*). Basically anything you read anywhere about a Gremlin game has been arranged by Steve, and that includes mags right across Europe. He started at Gremlin by writing games manuals after seeing an advert in the local paper and then when Gremlin's PR man left he said 'I can do that'. And after a three month trial they agreed with him. Since he joined, however, Steve believes the industry has grown immensely and believes qualifications are vital. But he also believes it's well worth it. 'If you like meeting new people, travelling around Britain and going out and having plenty of fun, there are few better jobs to have'.

Loaded is one of the Next Gen titles that Steve takes on his travels.

And that's it. You'll never want for lunch again and will be swamped in a sea of games. What are you waiting for? 1996 is here, now just go and Goddam do it, kids.

Super PLAY

ULTRA 64

ISSUE 40 ON SALE NOW

Nintendo's 'Project Reality' finally becomes reality – don't miss 12 pages of in-depth coverage, featuring

Super Mario 64
Mario Kart R
Starfox 64

and more... Plus! Interviews with Shigeru Miyomoto and the team behind PilotWings 64

SNES REVIEWS

Diddy's Kong Quest
Porky Pig's Haunted Holiday
Super Turrican 2
Hungry Dinosaurs
Spawn

and more...

RARE SPEAK!

The creators of Killer Instinct exclusively spill the beans about where they've been, what they're doing, and where they're going.

HUGE CART GUIDE!

It's enormous! It's eating everything in its path! It's Super Play's extensive guide to over two years of SNES games! Buying software has just become a whole lot easier...

Cue annoying Irish accent. 'Horst, you'll be playing catch-up on this one. I am a magazine. Started in January 1992. I am the longest standing Nintendo magazine in existence. This month I have 100 SNES games to share between 10 lucky winners. What am I?' – 'Ze Aunt-zer eez Tow-Tale'. And call me Henry Kelly's suit if old Horst isn't right about that one. Horst will be back of course to try again in another series along with Hrubesch, Domingos and Annafried, but you can have a go at winning some golden nuggets right now, before *Neighbours* even gets going.

Details of how to enter are detailed below, for now though take a look at what you could win as Deb slips into her bikini to display the games on offer.

10 copies of ISS Deluxe

The best footy game on the SNES ever. And THE SNES could be YOUR SNES courtesy of the company quite rightly known as Konami.

Matches like these could well take place in your living room soon. Or even on your SNES.

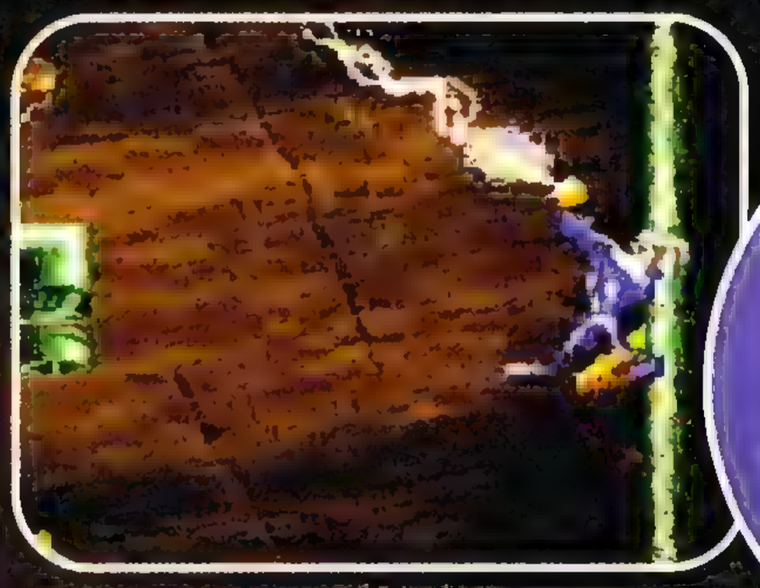
10 copies of Bomberman 3

The best *Bomberman* game since *Bomberman 2* and well worth another 90+ score. Could be yours thanks to the lovely people at Virgin.

This has given us hours of fun in the office, we'll come round and play it at your place too.

10 Copies of Earthworm Jim 2

Another Virgin game, another sequel, another great game, another brilliant competition prize.

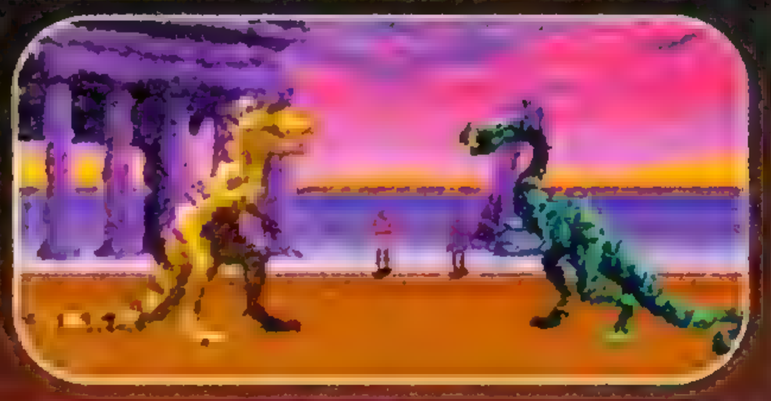


All he won was a goldfish. Aah.

A weird and wonderful platform game which makes a weird and wonderful prize.

10 Copies of Primal Rage

It roared into the charts and now thanks to the generosity of Time Warner Interactive it could shout its way through your letter-box.



Primal Rage brings out the animal in people, just like our competitions.

10 copies of Aaahh!!! Real Monsters

Aaahh!!! Another top game. Want a copy of this? You'd better be nice to Talk Loud PR then, just like we were.

You've seen the cartoons, you've played the game, now win the prize. And play it again!

Check out Rob's best party clothes. He's even brushed his hair and cleaned his teeth..

10 copies of NHL '96

Thank you Electronic Arts, we love this game and it would look pretty good in your

10 copies of World Masters Golf

Virgin just can't stop giving us games and here's another they forced us to give you. Nasty people. Top golf action, though.

10 copies of Frank Thomas Big Hurt Baseball

The best looking baseball game ever and great fun to boot. And the man from Acclaim thinks we should just give them away. Who are we to argue?

10 copies Super Return of the Jedi

T•HQ just phoned us up and said 'we love you (and not just in a collective corporate sense), please can you give away this lovely game on our behalf'. Request granted.

10 copies of NFL Quarterback Club '96

Acclaim complete the games giveaway bonanza with one of the best American Football titles ever. Not a bad little line-up we think.

HOW TO ENTER

You could be one of 10 lucky winners to pick up 10 lucky SNES games by simply answering our simple question, which is simply: Happiness is not having what you want, but wanting what you have. Discuss with relation to SNES games. Alternatively we'll accept one of our three instant answers. Just pour on boiling water to one of these cute little soundbites:

a) I agree
b) I don't agree
c) Makes sense but I wouldn't say no to a copy of *ISS Deluxe*, cheers.

Send your entries to:
Going For Gold, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.

THE S
TO

TOTAL!

SOLID GOLD TOTAL! AWARDS

Okay, we've done all that self-congratulatory stuff. We've slapped ourselves on the back, we've had a glass of bubbly each and we've taken a look back at the last glorious 50 issues. Now it's your turn. The last few years have been a right royal roller-coaster ride of spectacular game-related fun and so we decided that the very best way to celebrate all things Nintendo would be to hold a 50th Anniversary TOTAL! awards ceremony.

Over the next four pages we've put together a series of categories (some a bit daft) and what we want you to do is take a look at the nominations and write in telling us which are the best games, the finest gadgets, the most innovative releases and the nicest people that have appeared in TOTAL! over the years. If your choice is the same as the final results and you get pulled out of the hat you'll win a copy of each of the games that walks away with an award. Oh, one more thing, the Best Videogame category is for your favourite game on any system. Then we've included an overall award for the old NES and an overall award for the Game Boy. The rest are all for SNES games.

BEST VIDEOGAME

This is the big one. There's no doubt whatsoever that Nintendo machines have the best games. But now you have to decide which game is the best one of all time. We haven't given you any nominations for this one, because it covers all three formats (four if you include the Virtual Boy). We just want you to write in and tell us your favourite game and whichever comes up most wins.

BEST NES TITLE!

The machine may be on its last legs but there's still a huge back catalogue of great games. So choose the nomination which brings a little tear of nostalgia to your eye.

The nominations are:

1. *Super Mario Bros 3*
2. *Elite*
3. *Low G Man*
4. *New Zealand Story*
5. *Probotector 2*

BEST GAME BOY TITLE!

It was tough to get the Game Boy award down to five nominations, there were so many top titles, but in the end we came up with these.

The nominations are:

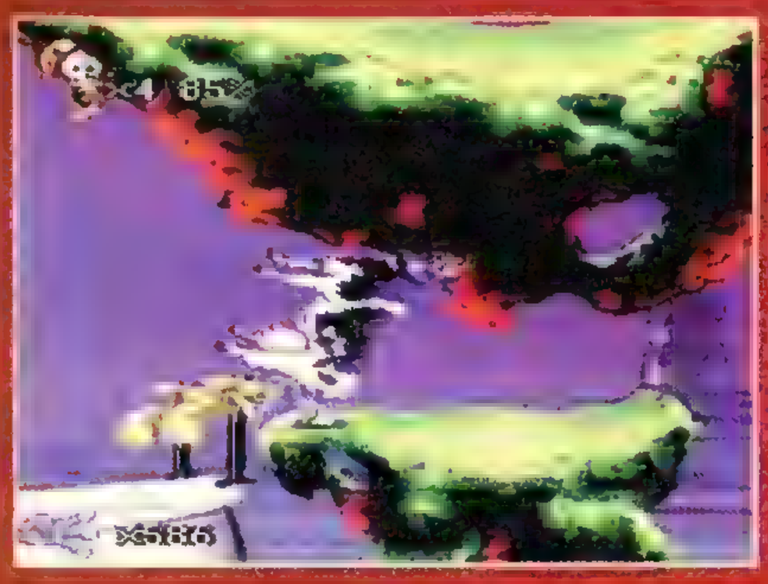
1. *Donkey Kong Land*
2. *Earthworm Jim*
3. *Mortal Kombat II*
4. *Zelda 4*
5. *Super Mario Land*

BEST PLATFORM GAME

The SNES is host to the finest platform games in the world so it was no real problem filling this section. And don't forget, it's not done by ratings so don't automatically go for *Mario All Stars*, just choose the one that tickles your fancy most.

The nominations are:

1. *Super Mario Allstars*
2. *Donkey Kong Country*
3. *Earthworm Jim 2*
4. *Super Mario World*
5. *Super Metroid*



BEST SHOOT-'EM-UP

We reckon *Doom's* going to walk it, but then again, we have to admit there are a few top classics in there so who knows?

The nominations are:

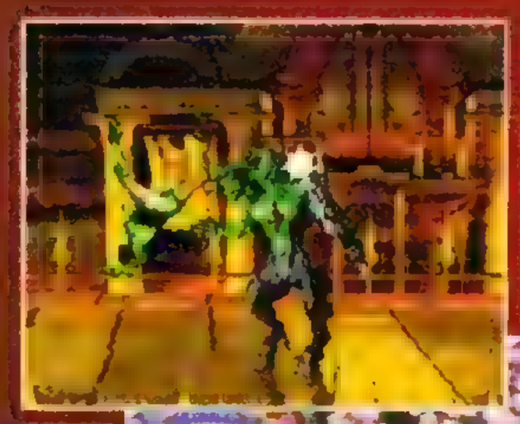
1. *Starfox*
2. *Alien 3*
3. *Cannon Fodder*
4. *Doom*
5. *Super Probobtector*

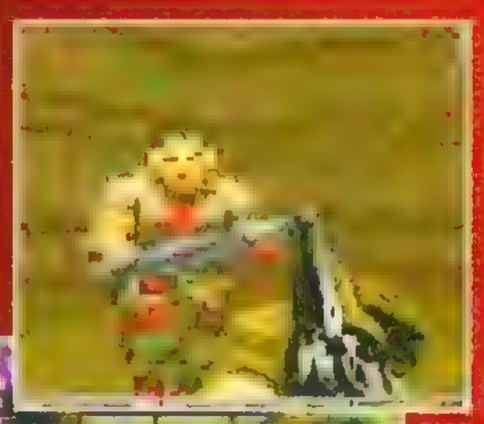
BEST COMBAT GAMES

Tricky one this. It's tempting to just go for the latest one (*Killer Instinct*) but think back, wasn't *SSFII Turbo* a stormer? And what about the brilliant *MK3*?

The nominations are:

1. *Killer Instinct*
2. *Super Street Fighter II Turbo*
3. *Mortal Kombat 3*
4. *Dragon*
5. *Turtles Tournament Fighters*





BEST RPG

Okay all you anoraks (ha, just kidding), time to tell us which adventure got your fantasy glands going the most. Our money's on *Zelda III*

The nominations are

1. *Secret Of Mana*
2. *Secret Of Evermore*
3. *Illusion Of Time*
4. *Zelda III*
5. *Addams Family Values*

BEST PUZZLE GAME

Well, the odds are in favour of one of the Poppoon-style games but don't forget what a corker Lemmings was. And that *Picross* thing was a right laugh too.

The nominations are:

1. *Bust A Move*
2. *Kirby's Avalanche*
3. *Hebereke's Popoon*
4. *Lemmings 2: The Tribes*
5. *Mario's Picross*

BEST SPORTS GAME

Rob's a footy nut and he said he'd throw away any entries which aren't *ISS Deluxe*. Don't worry though, we'll lock him up when we do the draw so feel free to vote whichever way you like.

The nominations are:

1. *FIFA '96*
2. *International Superstar Soccer Deluxe*
3. *Madden NFL '94*
4. *NHL '96*
5. *Super Tennis*

BEST MULTIPLAYER GAME

As we all know multiplayer games are the best games you can play and the competition is tough. But we've finally managed to whittle it down to these classics. Take your pick

The nominations are:

1. *Super Bomberman 3*
2. *ISS Deluxe*
3. *Street Racer*
4. *Micro Machines*
5. *Secret Of Mana*

BEST GAME WOT DOESN'T QUITE FIT INTO ANY CATEGORY

Weird games. There are plenty of them, but these five really stand out from the crowd And no moaning about *Pilotwings* being really old, it's still one of the best and most innovative SNES games around

The nominations are

1. *Unirally*
2. *Spindizzy Worlds*
3. *Micro Machines*
4. *Pilotwings*
5. *Sim City*

MOST ATTRACTIVE MEMBER OF STAFF

Everyone knows of course that Thicky was the most gorgeous bloke ever to grace the pages of TOTAL! (*Three guesses who wrote this – Rob.*) But there are obviously some warped individuals out there who are completely mad and will want to vote for someone else.

The nominations are:

1. Andy
2. Rob
3. Josse
4. Atko
5. Someone else

BIGGEST NOSE

Ooh, tricky one. There's Rob with his cute little button nose, Andy's slender handsome one, Atko's strong appendage... and then there's Josse's steaming great hooter. You choose

The nominations are:

1. Josse
2. Josse
3. Josse
4. Josse
5. Someone else

SEND IN YOUR ENTRY NOW!!!

Fill in this form (you can photcopy it if you want), enter all your nominations, add your name and address then bung it in the post to TOTAL! Awards, 30 Monmouth Street, Bath Avon BA1 2BW.

Best videogame:

Best puzzle game:

Best NES title:

Best multiplayer Game:

Best Game Boy title:

Best Game Wot Doesn't Fit Into A Category:

Best platformer:

Biggest nose:

Best shoot-'em-up:

Most attractive member of staff:

Best combat game:

Best RPG:

PREVIEW

Face off time. And there goes the puck.
Oh, and the players are still there...

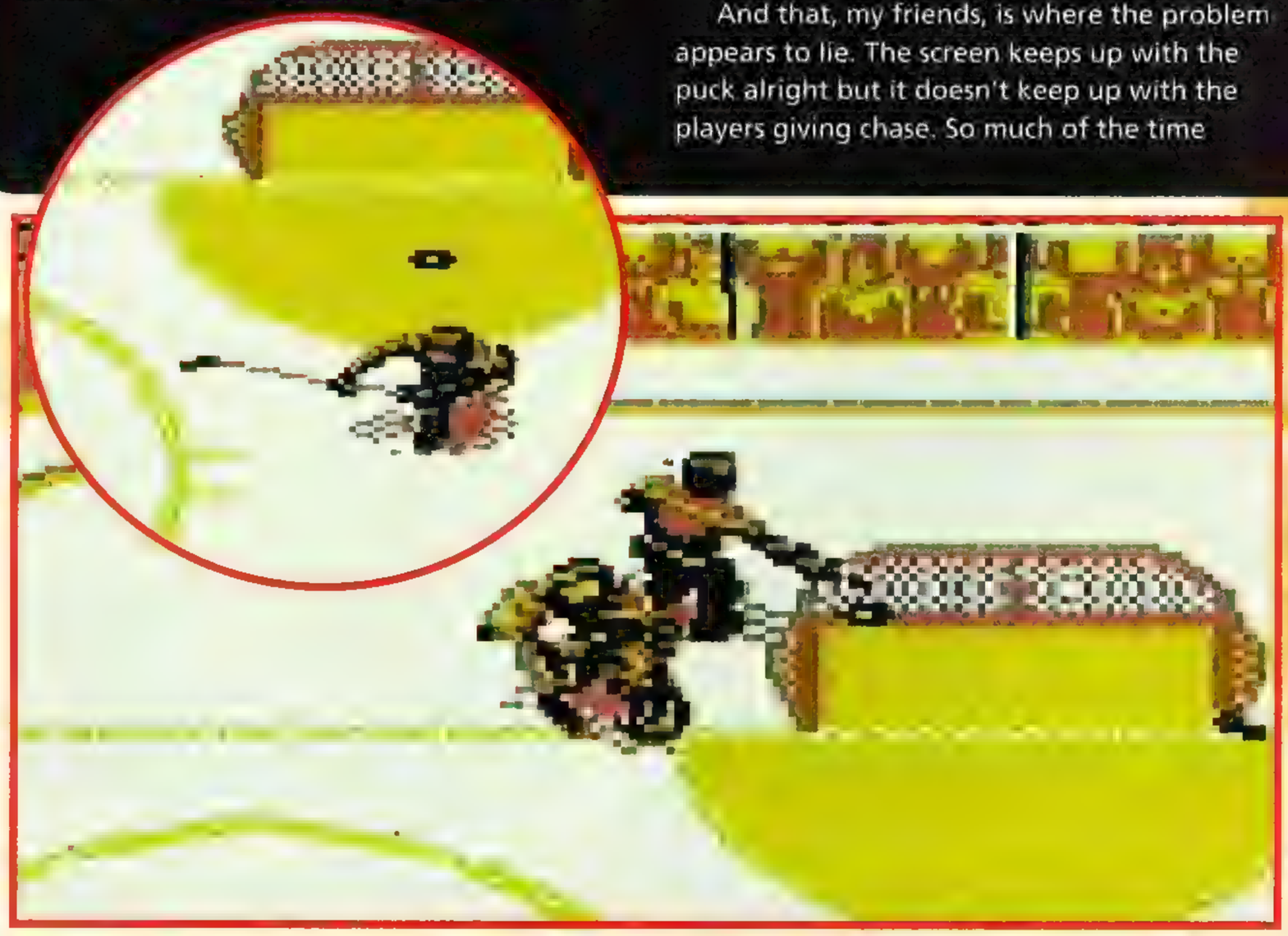
NHL '96

Ice Hockey might only be something you see on *TransWorld Sport* on Saturday mornings but as far as those techy-speccy games people are concerned it's an essential part of console playing.

You see we've had *NHLPA Ice Hockey*, *NHLPA Hockey '94*, *NHL '95* and now we've got *NHL '96*. Yep, it's popular alright and now EA are planning to make it even more so with their Game Boy version of the last in the list, *NHL '96*.

Now, that's all very well but it's got to be good. What with that puck flying about everywhere and all those blokes giving chase, you've got to be able to keep up with it all. And *NHL '96* keeps up alright. With the puck.

And that, my friends, is where the problem appears to lie. The screen keeps up with the puck alright but it doesn't keep up with the players giving chase. So much of the time



Ice hockey is hockey but on ice. Did you know that? I didn't. Rob told me. I guess it must be the Editor's job to know these things. That's why he gets paid so much, I suppose.

This is a penalty shoot out. And this is the ref. Oh God, I can't take anymore. BANG.

Violence on the ice. Just like Torvill and Dean.

96

you're left with a playerless screen and just the puck for company, which would be okay if it didn't take 10 years for the players to reappear.

Still, we're not in the business of writing off a game just from previewing it so we'll wait until the final version slides across the ice before we have a final say on whether or not there's a problem in there somewhere.

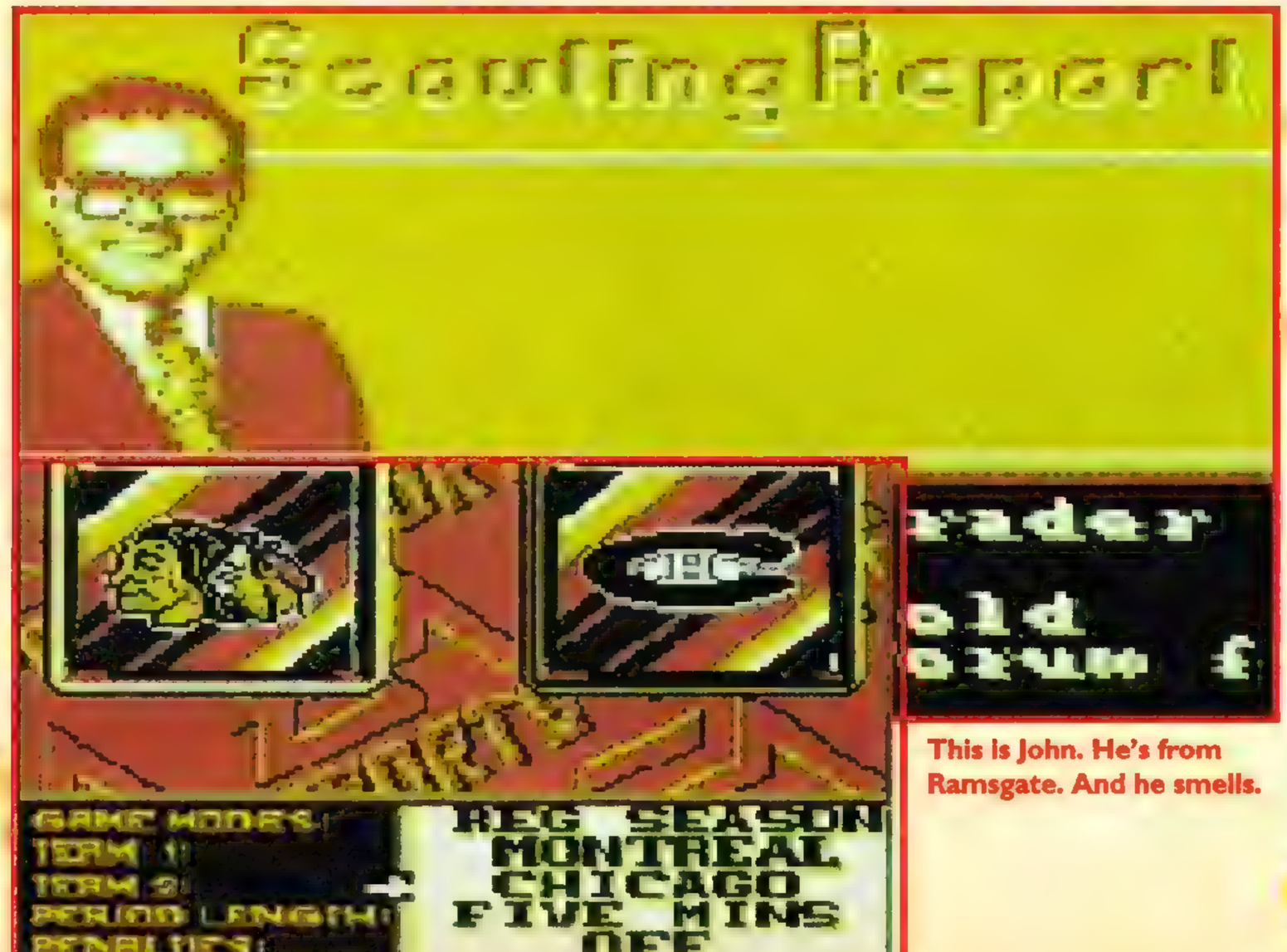
On the plus side, the graphics are top-notch and there are absolutely tons and tons of options and menus to get through, so for you statistic hungry gamesplayers out there this could be a right old hoot. And there are 29 teams to play as, which also offers a bit of variation.

As for sound... well, that's, er, interesting. There's a strange hooter noise that goes off at random periods during the match and that, I can only assume, means that play has been stopped although play continues sometimes even though the hooter's still going. At first I thought it was the microwave in the TOTAL! kitchen. But, well, obviously it, you know, wasn't.

Well. There we are. Everyone knows that there's a distinct lack of good ice hockey games on the Game Boy so *NHL's* not up against much. But let's hope it's better than the original *NHL* and bursts through to hit the mark in a couple of months.

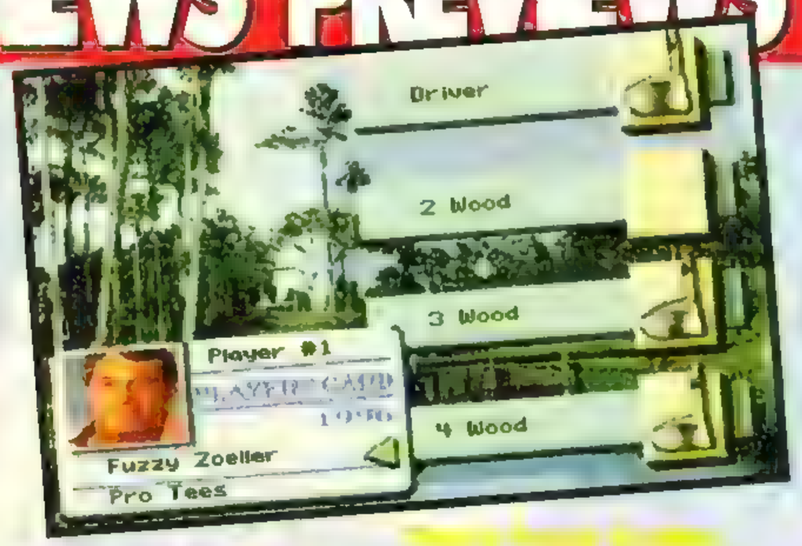
TOTAL! will bring you the full review as soon we get our hot, little hands on the cart.

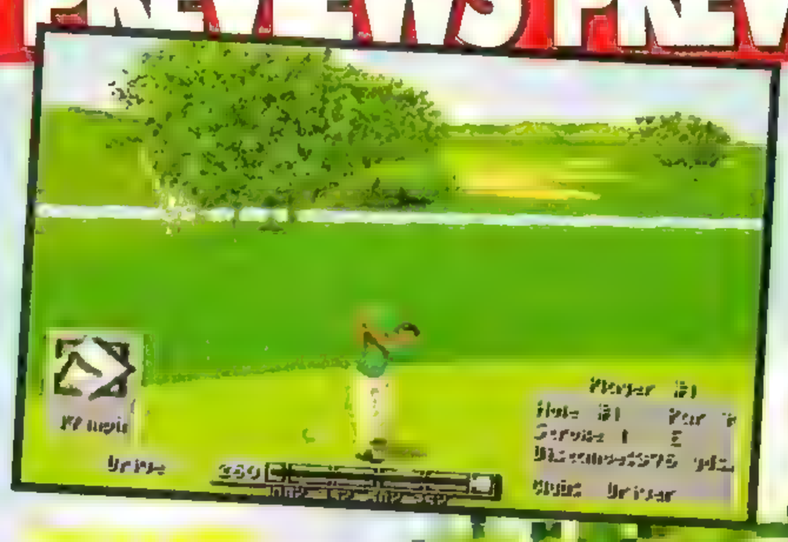
I've scored. Golly, how exciting. I'm just off to watch my newly painted wall.



This is John. He's from Ramsgate. And he smells.

FOR: GB
FROM: T•HQ
CATEGORY: SPORTS SIM
PLAYERS: 1
DEVELOPER: EA
AVAILABLE: TBA
99% COMPLETE





PGA TOUR 96

If ice hockey's a little too physical for you then golf might just be up your fairway. You see, golf is a nice, gentle sport. Wandering round a big field in silly socks, plus-fours, a Pringle jumper and a peaked cap, hitting balls into holes. You even have someone to take hold of your club and clean your muddy balls. After the game you can enjoy a leisurely drink in the club-house mingling with the likes of Nigel Mansell, Jimmy Tarbuck and Bruce Forsyth.

Actually we quite like golf. And so might you after you get a load of EA's new game, *PGA Tour '96*. Nine courses, eight 'play modes' – including tournaments, a driving range and a putting green – and a choice of 10 players, plus you can play as yourself. Now that's what we call options.

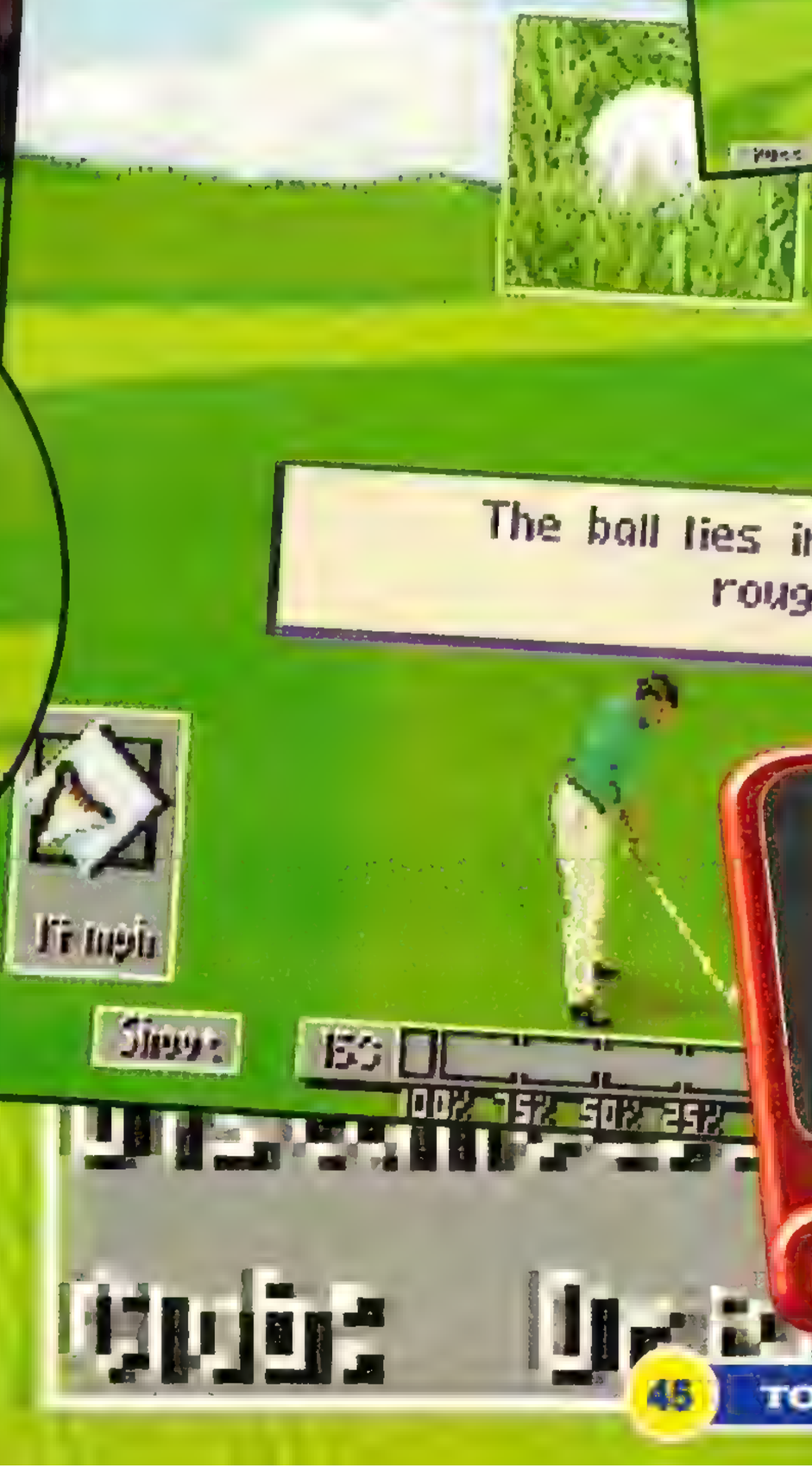
The whole thing looks pretty good. The graphics are crisp and the golfer is well animated. There's a bag full of clubs to choose from and you have to take into consideration things like wind and playing 'out' from the rough. The only downer is that all the golfers are American. There are no British players. I mean, where's Nick Faldo? Tony Jacklin? Sandy Lyle? I even desperately searched about for Ian Woosnam, but no. No such luck. There are no Europeans either, just Fuzzy Zoeller, Davis Love III and friends. Oh well. Sometimes in this

life you've got to make a couple of sacrifices. Even if it does mean that you can't play as Domingo Hospital.

PGA looks good and plays good. I mean, it even makes you slice the ball into the trees (or was it because I couldn't work out how to play the shot straight down the fairway?).

Decent golf games have been a bit sparse on the SNES in recent months so this one shouldn't struggle too much in giving them a good kicking.

It looks like you golfers out there have an excuse to get sweaty palmed because *PGA Golf* looks on course to be an above par golfing game. Well, we're all getting our clubs out (wahey!) in anticipation.



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We played the games
We tell you what they're like
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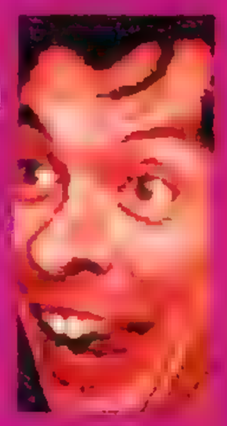
The TOTAL! review crew

Fifty. The big Five-0. I'm sure when TOTAL! was just a sparkle in Steve Jarratt's normally dull and lifeless eyes he never expected this. What will we be doing when we're fifty?

I'll be Editor of TOTAL! by then and rather than a mag it'll be a chip implanted in people's brains every month. Which will be the standardised new European month. Reviews will be written by thought waves and NHL 2037 will be released.

I want to be retired by then with lots of chil dren so that I still have an excuse for playing with my SNES. Only by then it won't be a SNES it'll be the Ultra12396 with total reality in a different dimension.



When I'm 50 I reckon I'll probably still be here pounding out reviews and being the butt of futuristic jokes. I also predict that the NES will make a comeback. Hopefully by then people will let me use scissors unsupervised as well.

Super NES

SEPARATION ANXIETY 48

Better than divorce angst, but still harder than the pain of a particularly messy break-up. Actually no.

In fact it's a molecular thing. Chromosomes and genes. Spiderman getting stressed about molecular breakdown.

PORKY'S HAUNTED HOLIDAY 50

Not content with a B&B in Bognor or a package deal to Majorca, cartoon B-celebrity Porky hot trotters it to Dry Gulch Creek for a summer break. And – surprise, surprise – he gets haunted.

SPAWN 52

More Spider-man egg producing chaos. Laugh? I almost split my genes. Check it out in our atomic review. Spare-rib, sparoid, spatchcock and spatula are all on the same page of the dictionary as spawn.

CHRONO TRIGGER 54

Continuing our educational introduction, chrono derives from the Greek for time. As in chronological.

So this Japanese RPG has a Greek flavour to it. Well that was very interesting wasn't it. Next game I think...

Game Boy

KILLER INSTINCT 56

Putting this on the Game Boy was a braver move than Scrappy Happy Hero Pup's famous four-pawed attack. But it worked, and this is tougher than a cold kebab. SO read the review NOW.

ARCADE CLASSICS 58

The '80s gave birth to Thatcherism, Wham, luminous socks and videogames. I know which I preferred and I'm not talking lime green socks, boy. These games broke the mould.

Post-*Space Invaders* and pre-everything. See how they've faced up to chrono.

Captain America bought some knew pants in BHS yesterday. 'Basically, stay away from the leather ones,' he reckons. Got it.

If you're bored with the fighting just take a gander at those trees behind. Such a variety. Ash, fir and there's even a sycamore in there.

Treat 'em mean and keep 'em keen. Yep, Spidey certainly knows how to treat his women.

SEPARATION ANXIETY

TOTAL! SNES REVIEW

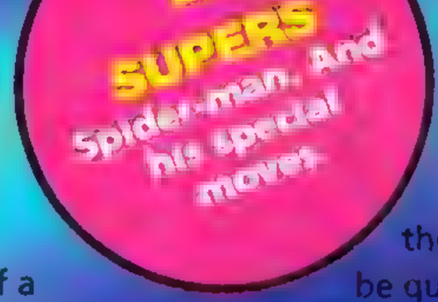
PLAYERS: 1-2
FROM: ACCLAIM
PRICE: £50
RELEASE: OUT NOW

Tim gets dressed up as Spider-man and swings across the TOTAL! offices. Then he's taken to hospital and given his very own bandage.

The evil Life Foundation have split Venom into five deadly symbiosis and he and Spider-man, arch rivals on a regular basis, must save the world before those very same symbiosis... oh, who cares? You know the score. World domination of the extreme variety is on the cards and you – as Venom or Spider-man – have got to save the world before some stupid pranny decides it might be nice to take it over.

The story might sound like the product of a whole night's planning on Acclaim's part but to you and I it is little more than a cover-up for a few bouts of hard-core fisticuffs. Yup, this is *Final Fight* but with men in tights.

First, get a load of the title. Honestly. *Separa...* oh, I can't even be bothered to say it. It's not exactly catchy, is it? When I heard I had to review *Separation Anxiety*, I thought I'd be dealing with a game based on the marriage of Charles and Di. Not some superhero caper. I mean, I hate the game already and I haven't even stuck it in the SNES.

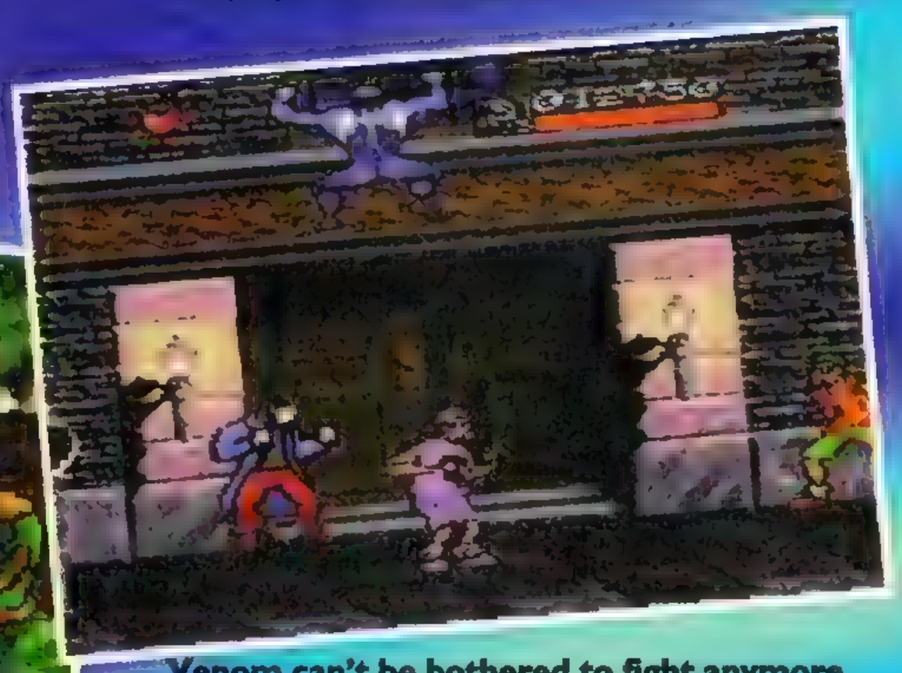


The manual says that there are 13 levels. But to be quite honest you probably won't last. Not because it's particularly hard – although, don't get me wrong, it's a challenge – but because after a while you'll be more interested in the filling you just had put in. You see, *Separation Anxiety* is dull.

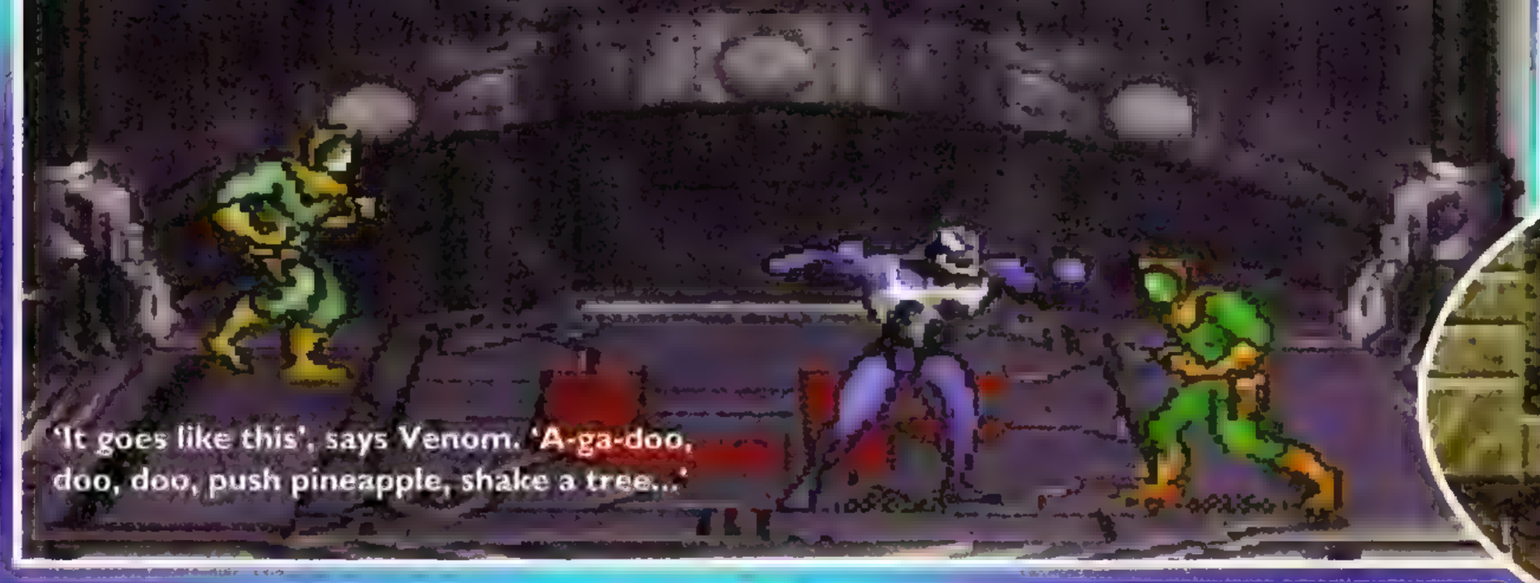
Okay, okay. It's not too bad to start with. One-player will be bearable for about an hour

Kchak! It's Russian for 'I've got to pop down Gateway to get some fish fingers'.

Venom beats some baddies up. And so does Captain America. Great.



Venom can't be bothered to fight anymore so he does a spot of drainpipe inspection.



ROB SAYS...

He might be new but he's got a point. It's all quite nicely done but does get a bit boring after a while. Though having said that, maybe Tim's been a bit harsh. I, for one, found it moderately entertaining in two-player mode.

ETY

I'm sure that if I heard I had to go out and have a fight with someone who could shoot webs, smash heads together and break limbs, I'd wear some bermuda shorts and a baseball cap.

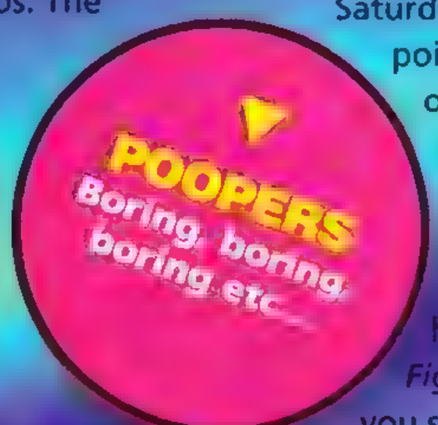
and on two-player you'll survive a little bit longer (possibly, two to three minutes longer, in fact). But you'll be moving it closer to the dustbin as the days progress.

The graphics aren't bad and the sound's pretty smart. Oh, and there are some really great special moves in there. Both Spidey and Venom can shoot webs and this produces some interesting fighting scenarios. The one where Spidey shoots webs either side of him and pulls the two baddies together to clash heads is especially brill.

And we all like it when he swings across the screen in typically suave and sophisticated fashion and kicks someone in the face. Though what I struggled to understand was why, when he hits someone, a big 'Foc!' appears. It's hardly got the same appeal as a 'Kerpow' or a 'Bam' has it? Presumably, it's not a fighting noise but what Spidey shouts after he hurts his hand punching someone.

As a bit of a fan of Spidey – yes, I've got all the comics and I watch the cartoon on Saturday mornings – I was a bit disappointed that he wound up in this pile of averageness. Still, these superhero games are never any good and this one certainly won't be putting a stop to that.

This, I can only recommend to hard-core comic freaks and *Final Fight* worshippers alike. The others you should steer clear of. It might sound like the buy of the year but it's the Anne Robinson of games. Really rather boring.



TOTAL! TACTIX

Here's one for you. With these types of game you are often surrounded by people before you can say 'I'm surrounded by people'. So, when the screen stops scrolling go to the edge of the screen. This way they can't come out from behind you. Or, alternatively, don't play the game.

There he goes again. Venom teaches the end-of-level nasty how to dance.

Quite smart. The animation's good but the levels get boring after a while. 7

Okay. The tunes are good but the music gets a bit tiresome too after a while. 7

Easy to pick up, great to play, really addictive. Oh, sorry, that's the wrong game. 6

Not that long I'm afraid. You might not finish it, but you might not want to anyway. 6

'A basic scrolling beat-'em-up adventure. Some nice ideas but not enough to keep your interest for too long.'

TOTAL! SCORE 60

Look at Porky, just arsing about on that tree. Tsk, I don't know.

Aaah, look, he's scared. Wait till he sees Rob in the mornings...

Make sure you keep Porky on the move because if you don't he gets in a right strop and refuses to move. The stupid little...

PORKY PIG'S haunted holiday

PLAYERS: 1
FROM: ACCLAIM
PRICE: £45
RELEASE: OUT NOW

'Dry Gulch Creek might not be Florida but Tim doesn't mind. "I do actually." No you don't. "No, I don't Mr Pegley". Good boy.'

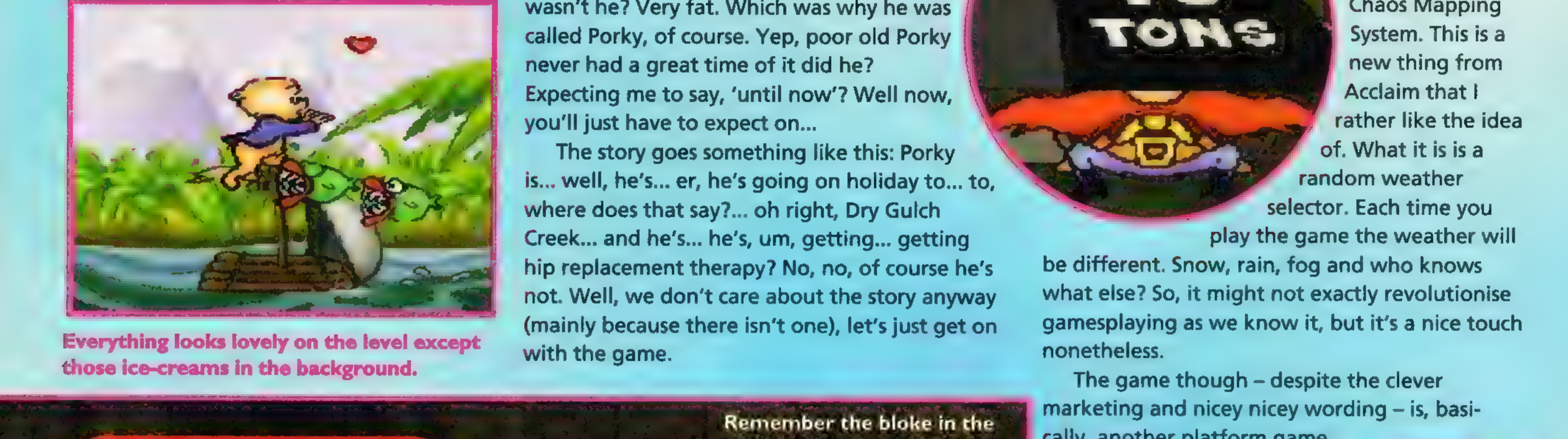
Everything looks lovely on the level except those ice-creams in the background.

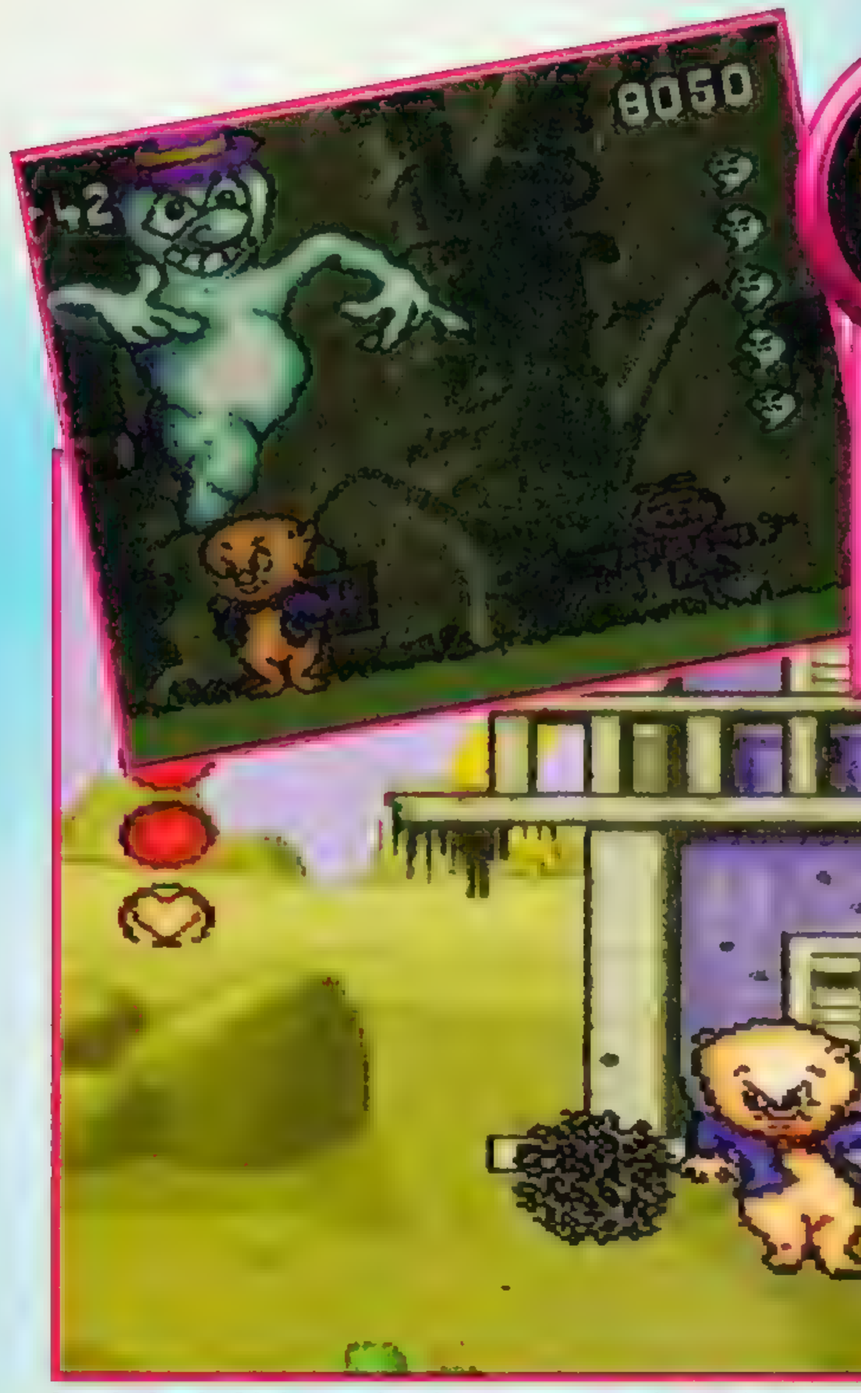
I always felt a bit sorry for Porky. You see, he was never as funny as Daffy Duck. Or Bugs Bunny. And he had a stutter. That's got to be hard. Knowing that you were about as funny as Les Dennis and had more trouble with English than Gazza. Oh, and he was fat, wasn't he? Very fat. Which was why he was called Porky, of course. Yep, poor old Porky never had a great time of it did he? Expecting me to say, 'until now'? Well now, you'll just have to expect on...

The story goes something like this: Porky is... well, he's... er, he's going on holiday to... to, where does that say?... oh right, Dry Gulch Creek... and he's... he's, um, getting... getting hip replacement therapy? No, no, of course he's not. Well, we don't care about the story anyway (mainly because there isn't one), let's just get on with the game.

So what have we got? Six worlds, three difficulty levels, Chaos Mapping System, loads of... wait a second. Chaos what? Ah, Chaos Mapping System. This is a new thing from Acclaim that I rather like the idea of. What it is is a random weather selector. Each time you play the game the weather will be different. Snow, rain, fog and who knows what else? So, it might not exactly revolutionise gamesplaying as we know it, but it's a nice touch nonetheless.

The game though – despite the clever marketing and nicey nicey wording – is, basically, another platform game. There are extra lives, potions, secret rooms and rewards for high point scores.





ANDY SAYS...

Porky's is great fun for a while and Tim's right when he says that it would be perfect for the younger gamesplayer. However, for those of you who have been weaned on *Mortal Kombat*, it certainly wouldn't be the wisest way to spend your dosh.

Look, look. He's getting in a peeve again. This time it's because some bloke with a bird cage on his head kicked a ball of branches at him. Stupid little...

There are baddies, there are baddies who shoot things and there are end-of-level bosses.

Yesiree, it's all in there and, quite honestly, it isn't half bad. The worlds are varied and large and the baddies challenging and diverse. And the game's fair. You have four health hearts, for each life, and five lives. After this you are also granted numerous continues so when you're at the end of the fifth world you won't be putting your fist through the screen after you drop into one of the bottomless pits.

The graphics are lovely and for a game of this sort that's a rarity. The scrolling is smooth and fast, when it needs to be, and the music is amusingly fun (with some of the tunes from the original cartoons). Oh, and Porky himself is wonderfully animated with little facial movements and different stances adding bundles to his character.

So Porky's come good at last? Well, almost...

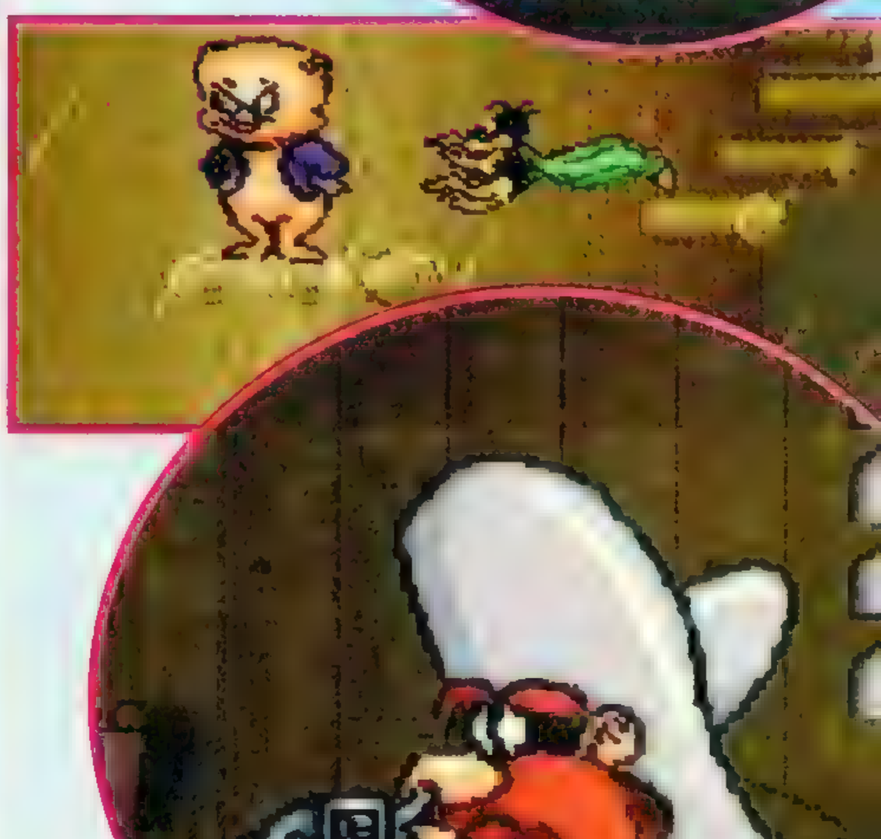
You see, Porky's fat. And sometimes this can be a bit of a problem. On some of the tighter platforms, where you have to get your positioning just right to avoid a nasty, he's so rounded that even if you're on the edge of a platform the nasty still manages to zap your energy away. He just takes up too much goddamn space.

And those leaps of faith. Mamma mia. Rule one of platform games is, and always will be, never include leaps of faith. They must be avoided like the plague. I wish I could say they don't matter but they do.

Having said that, though, *Porky's Haunted Holiday* is great fun. Don't get me wrong, it doesn't add anything to the platform genre and, perhaps, it's a bit easy, but it's frustratingly addictive. If you don't like it then your baby brother or sister surely will.

TIM

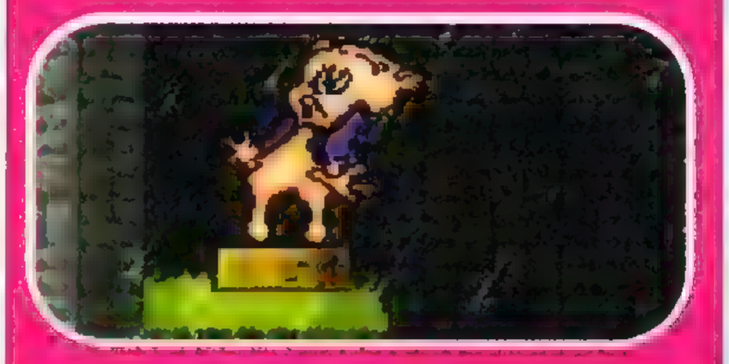
There he is again. Getting his knickers in a knot. Right, there's absolutely loads of space to call him a stupid little...



Yosemite Sam in a grab that could also include the words 'floppy ones'. But it won't.

TOTAL! TACTIX

It's a platform game. What do I need to tell you? Jump around a lot, collect things and avoid the baddies. There, that should help you quite considerably.



GRAPHICS

Great graphics and Porky has been so well animated you'll think he's real. **9**

SOUND

Hardly award winning but there's still some quite nice tunes in there. **7**

GAMEPLAY

There are a couple of glitches but you should be able to pick it up fairly quickly. **7**

LIFESPAN

There are three difficulty levels and it's so damn addictive that it should keep you going. **8**

TOTAL! JOBBIE SAYS...

'I really liked it but it won't be everyone's pork chop. Think carefully before buying. That's the best I can do. Not very good, I know.'

TOTAL! SCORE

78

TOTAL! SNES REVIEW

SPAWN

This superhero fight thang maybe great in comics but it sure as heck doesn't work as a game.

If I was Spawn, I'd get rid of those chains pronto. They're just not 'in' this year.

I'm going to be serious now. Right. The graphics are splendid. Just look above. I mean, it's such a pity...

...that the game becomes so tedious so quickly. On the street levels even the lights from the buildings in the background switch on and off. Such a pity. Tsk...

I don't get it. How can that guy just fall asleep in mid-air? He must be Paul McKenna or something.

PLAYERS: 1
FROM: ACCLAIM
PRICE: £44.99
RELEASE: OUT NOW

'Another superhero. Great. Tim was so excited he dived through a plate glass window...'

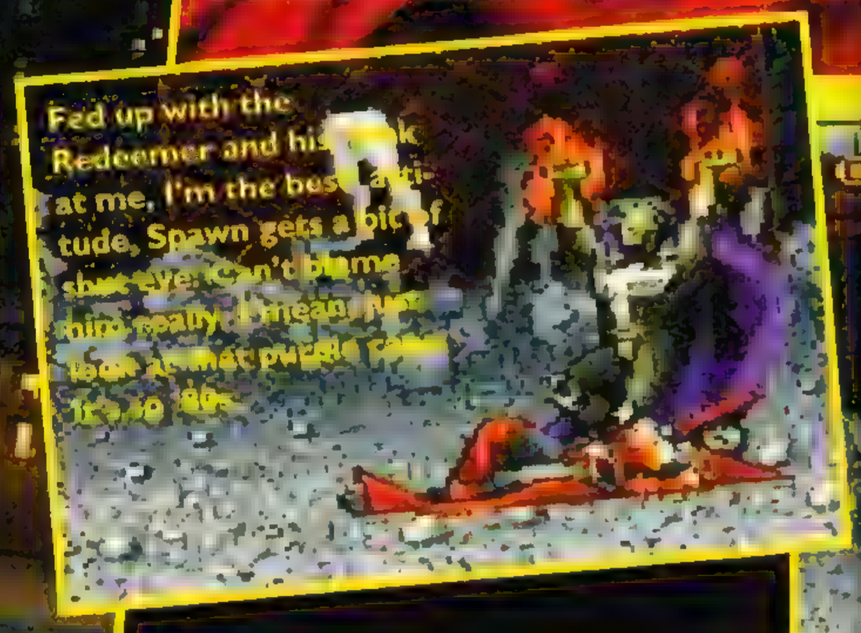
The story goes something like this... Al Simmons gets shot by government agents. Why? Golly, who knows? He is brought back to life by some stupid old fart that looks like Rolf Harris with fangs. That stupid old fart is in fact the Lord of Darkness and turns Al – short for Alton Towers – into Spawn, a hero, who has a cape so long you could mistake it for Cape Cod.

There and some other characters like the Violator and the Redeemer although you need a Degree in Astrophysics to figure out their relevance to the plot and there's a...

I could go on and on but to be quite honest I can't be bothered. You see, the plot and characters might be different but, essentially, this is *Separation Anxiety* mark two.

The story sounds good but the game isn't. It's a beat-'em-up by numbers. There are all the normal ingredients. Baddies to maim, baddies to maim, baddies to maim and some baddies to maim. There's some baddies to maim, a couple of baddies to maim and some...

CAPES
Great graphics and great sounds



Fed up with the Redeemer and his attitude, Spawn gets a bit of short-eye. I can't blame him really. I mean, just look at that puzzle corner it's so 80s.

WIN

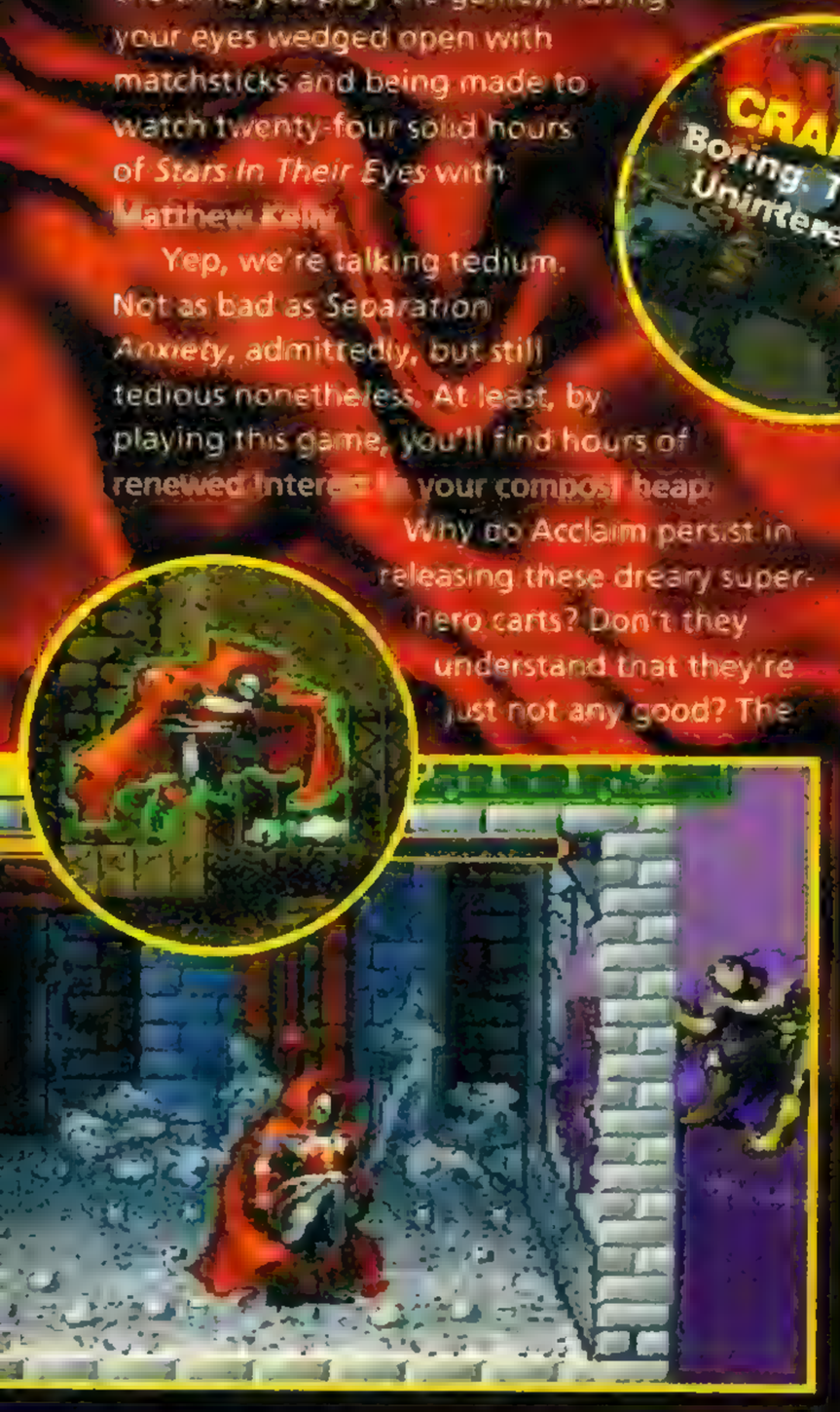
The graphics are really lovely – better than *Separation Anxiety* – and the sound is great but the gameplay is, once more, as frustratingly boring and suicide inducing as being tied to a chair (you'll be hoping it's electrical by the time you play the game), having your eyes wedged open with matchsticks and being made to watch twenty-four solid hours of *Stars In Their Eyes* with Matthew Kelly.

Yep, we're talking tedium. Not as bad as *Separation Anxiety*, admittedly, but still tedious nonetheless. At least, by playing this game, you'll find hours of renewed interest in your compost heap.

Why do Acclaim persist in releasing these dreary superhero carts? Don't they understand that they're just not any good? The idea of using superheroes is great but can't they just try something a little bit different for once? Even a platform game. Just do something other than the 'run along New York streets killing gangs of baddies' scenario. I mean, even though the *Justice League* game a couple of months ago didn't cut the mustard, it was a fresh and brave attempt at doing something different with the superhero fraternity. And for that the programmers must be commended.

To finish then, *Spawn* looks and sounds spectacular and plays extremely well but it loses a bundle of marks because it has a lifespan of a couple of hours and that's no joke when you're spending your hard earned cash on it.

It's doubly disappointing for me because I used to read the *Spawn* comics and they were great. This, though it pains me to say, most certainly isn't. Sorry. **TIM**



Bit of a looker all round. The sprites, animation and backgrounds are all top. **9**

The music is good and fits the dark mood of the game perfectly. **8**

Reasonably easy to pick up although the special moves are really difficult to pull off. **6**

You decide. Is it: a) 17 years or b) about 30 minutes longer than you spent on *SA*? **6**

'Distinctly average which is a pity because the character has potential and the game looks and sounds great.'

TOTAL SCORE **71**

An RPG wouldn't be the same without a dragon figuring in the plot somewhere.

Hairdye was exceedingly cheap back in the mysts of time. Especially primary colours.

Above: Chrono and the princess go back in time.

CHRONO

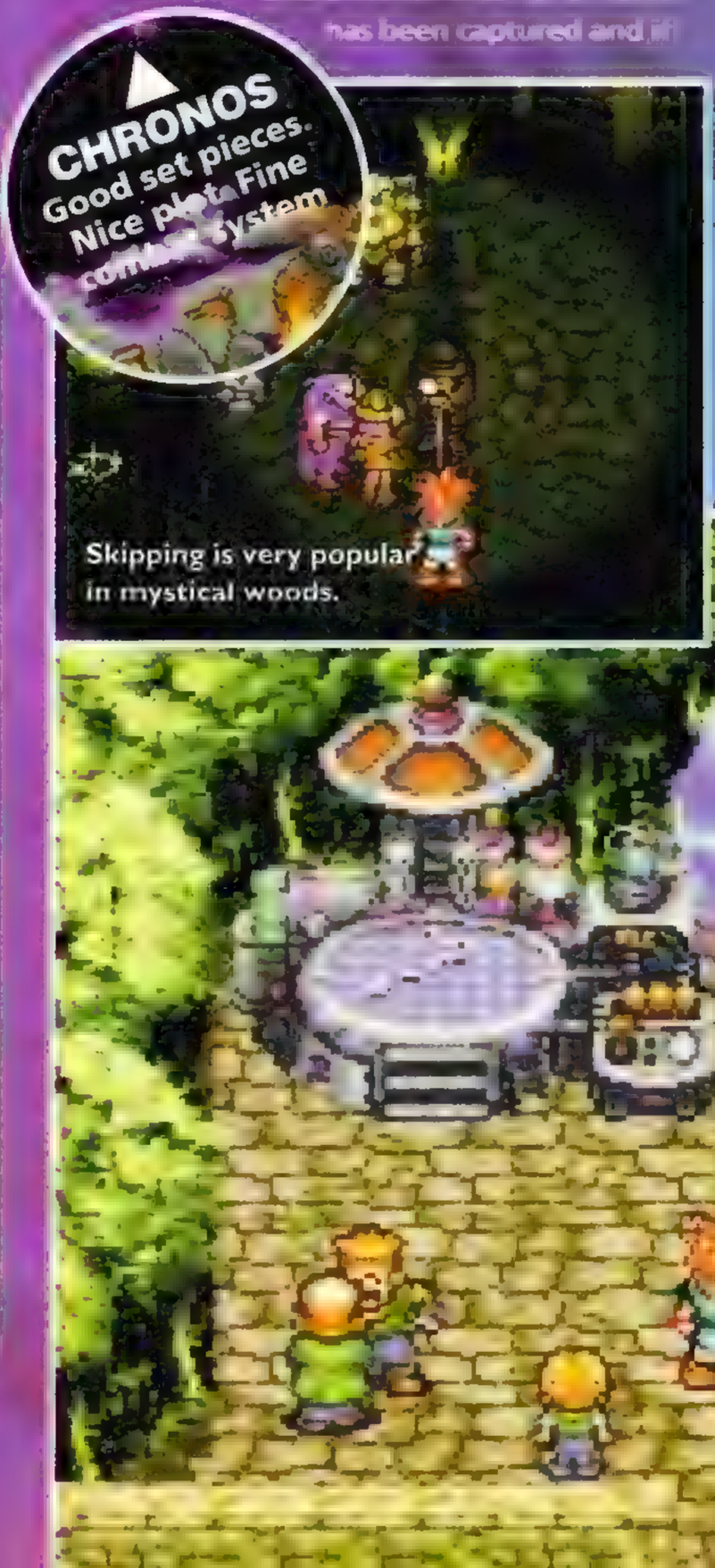
PLAYERS: 1-4
FROM: OCEAN
PRICE: £50
RELEASE: JUNE

'Andy Dyer buggers up his digital watch and gets sent back in time.'

It's that special time again. Time to set up your SNES, switch on the coffee percolator, get a stack of sandwiches sorted and wave goodbye to family and friends for a few days. Yep, it's time to crack open the latest RPG.

The cryptic title this time is *Chrono Trigger*. Only it's not that confusing really in that the hero is called Chrono, and what's more he rather conveniently travels through time by means of a pendant and a strange machine which sort of triggers the adventure off. All very neat and obvious really. But why is he here in the first place? Okay, space is tight so the plot goes thus... You are Chrono and you live in a lovely place which is dead peaceful and all that. You go to a local fair where you meet a gorgeous young thing who claims to be just a regular bird but is, in fact, a princess. Another friend has built a teleport device. The Princess tried it out but something goes wrong and she gets transported back in time to an era when everyone was at war. You follow her and discover that her ancestor has been captured and it

THE TIME, THE PLACE



TRIGGER

TIM SAYS...
I found the combat a bit repetitive, but there are lots of nice touches and the bosses are brilliant. It's a great RPG, hard in some ways, straightforward in others, but all in all a good blend. I'd happily waste a few days on this little beauty.

TOTAL! TACTIX

Patience is the name of the game with some of the bosses in *Chrono Trigger*. Don't panic just take your time and you'll win through. At times it'll seem like the enemies will never die, but don't force the issue, just hit and move again and again...

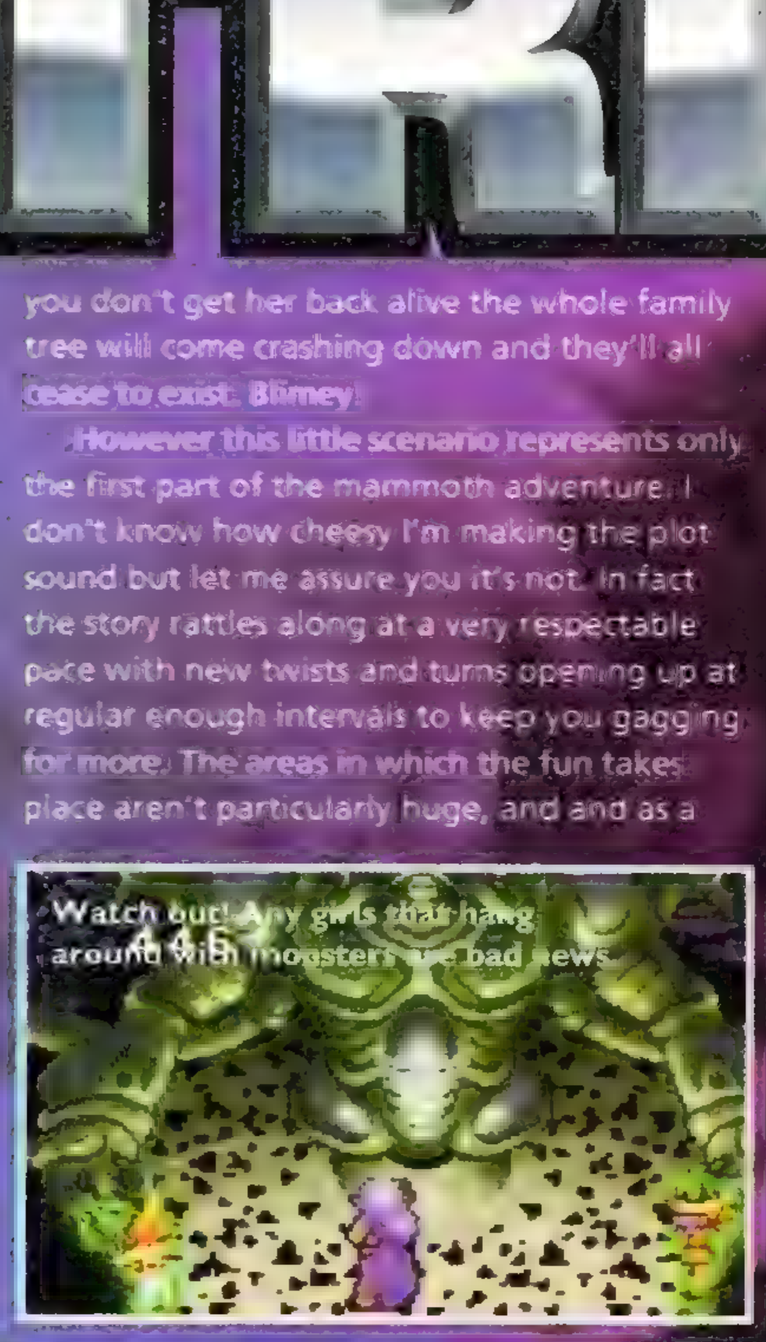
you don't get her back alive the whole family tree will come crashing down and they'll all cease to exist. Blimey.

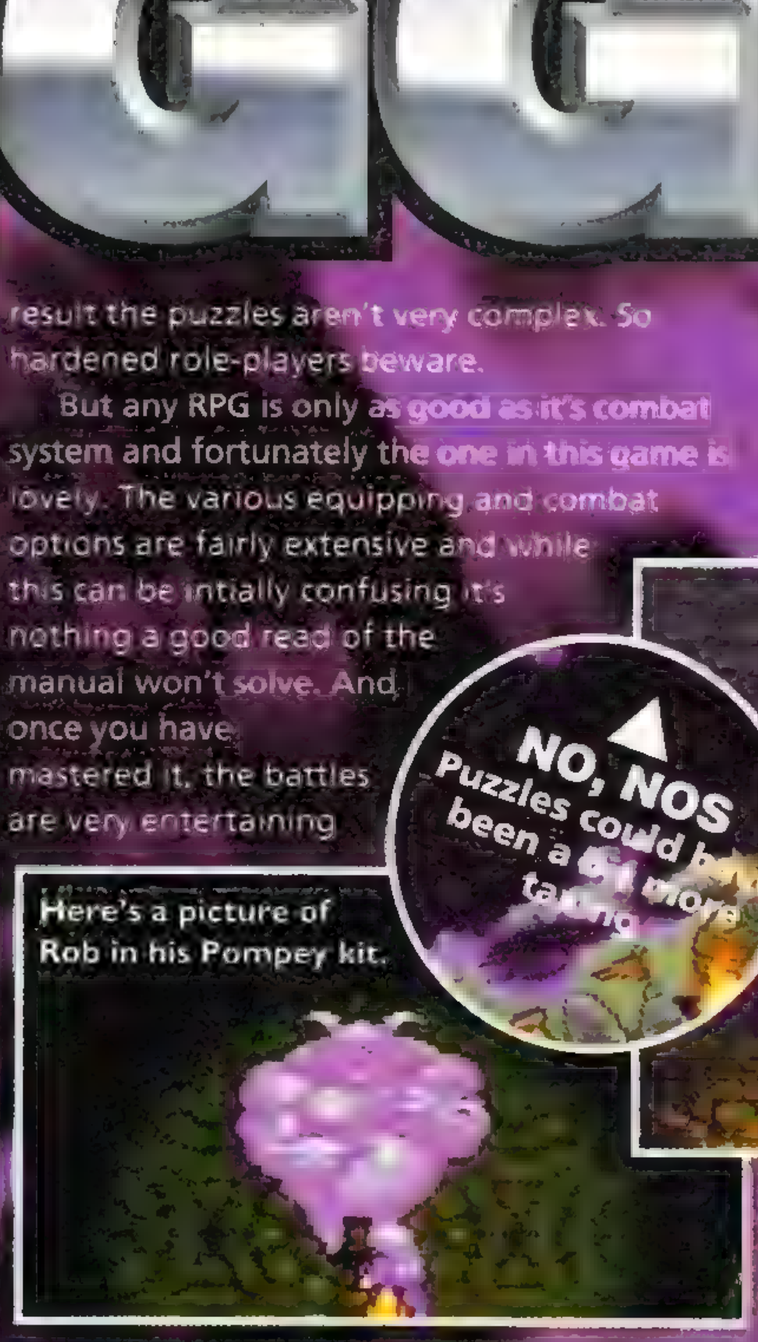
However this little scenario represents only the first part of the mammoth adventure. I don't know how cheesy I'm making the plot sound but let me assure you it's not. In fact the story rattles along at a very respectable pace with new twists and turns opening up at regular enough intervals to keep you gagging for more. The areas in which the fun takes place aren't particularly huge, and and as a result the puzzles aren't very complex. So hardened role-players beware.

But any RPG is only as good as it's combat system and fortunately the one in this game is lovely. The various equipping and combat options are fairly extensive and while this can be intially confusing it's nothing a good read of the manual won't solve. And once you have mastered it, the battles are very entertaining indeed. For more on that see the tactix boxout.

Not surprisingly we have to once again state that it's not as good as the near perfect *Zelda* but *Chrono Trigger*

After meeting the princess, Chrono is literally walking on air. No jokes about coming back down with a bang, please!





NO, NOS
Puzzles could h... been a bit more taxing

Most of it looks really nice, and there are some neat special effects too. **8**

Spooky music changes with the action. And okay-ish sound effects accompany the action. **7**

The combat system is neat once you're familiar with it and the plot rolls along really well. **8**

A decent sized challenge and the bosses are good and tough which makes up for the simple puzzles. **8**

'Sorry to say it again but *Zelda* still reigns supreme. Still, this is a great game with plenty of atmosphere. One of the better RPGs to come out recently.'

TOTAL! SCORE **86**

Do you know what happens when you go outside without a coat on? You freeze and that's what happened to Glacius. Silly, silly boy.

This is a fight between Johnny Jago and Rudyard Jago. They're brothers, you know.

Go on, give him a good kick in the privates. That's it.

Orchid has a ceiling inspection whilst fighting Combo.

PLAYERS: 1-2
FROM: RARE/NINTENDO
PRICE: £24.99
RELEASE: FEB

'Tim's got a killer instinct, you know. Well, sort of. Well, almost. Well, not at all really. He just shouts a bit...'

Scenario: You wind your way down to William Hill's betting shop. You get out your wallet, fat with £50 notes. You walk up to the desk and smile. The lady sitting in front of you smiles back. Well, it's almost a smile. More of twitch, actually.

'I would like to place a bet, please!' you say confidently. She grunts back and you say,

KILLER

'What odds would I get if I place a bet that *Killer Instinct* would be good on the Game Boy?'

Then she laughs. And laughs. And laughs. And mumbles something about 'you've got to be joking'. And falls off her chair. And is taken away to hospital.

And you are left standing in the betting shop, by yourself looking a bit embarrassed and, frankly, a bit sad.

You see, *Killer Instinct* was rather great on the SNES. But on the Game Boy? Come off it. Even if those clever boys at Rare could manage it, the game would still look and play about as well as Hull City. Wouldn't it? Well, actually no. And do you know why? No? Well, I'll tell you then.

There were a number of things that made the SNES version stand out. The presentation,

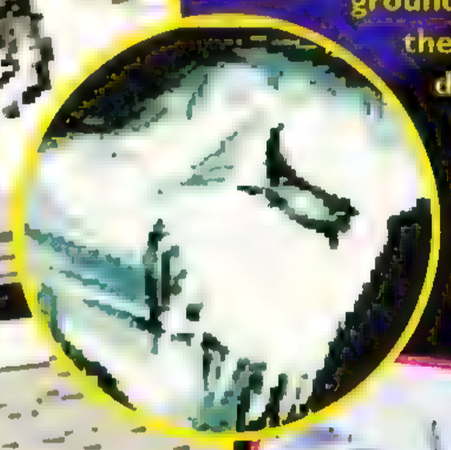
COMBOS
Violent and violent. Well, what else do you want?

ROB SAYS...
Great stuff. It's about time we had a good bit of pagga on the Game Boy and this is it. Good graphics, plenty of characters and moves and plenty of violence. It's just a smaller version of the SNES really. I'm for it. The man from Portsmouth, he say yes.

Glacius reckons, 'It's going to be a bit cloudy today with showers, a brown sky and some scattered violence'. Watch out Michael Fish.

INSTINCT

Fight, fight, fight. This is it then. This is a fight. Just like in the school playground except there's no dinner ladies to break it up.



Orchid gives Glacius a punch in the whatjummycallits. Nasty business, that.

TOTAL! TACTIX

If you want to meet Eyedol a bit on the quick side then here's one for you. Select Glacius and forget those combos, just get up close to your opponent and punch him. You see, Glacius is top when it comes to fisticuffs and this way you'll be meeting the Big E before you can say 'end-of-level nasty'.

for starters, was brill. Everything looked nice – even the intro screens – and, thankfully, this has made the transition onto the Game Boy. The sprites still look nice even though they've gone through the shrinking process and all the characters retain their own individuality, which helps when you're viewing the action. Oh yeah, and Chief Thunder still looks really hard. I tell you, if looks could kill...

Okay, that's enough comparisons. Let's forget the SNES. What's great about the Game Boy edition as a stand-alone product? Well, we could go into the bit about there being tons of options, five difficulty levels and a 'continue' system, but as that Messiah, Graham Taylor, once said, 'Do I not like that'. And neither do I. Let's just talk about those combos. Luck? You betcha. Satisfying? Most definitely. And they're in there. All of the little beggars.

The Game Boy version is missing two characters – Cinder and Riptor – but, don't worry, Eyedol's still in there though now we're onto the subject I reckon he's a bit of a wimp. You see, I beat him on Easy level.

Now, you might think that follows and everything but, I reckon that that's a bit of a let down. I mean, I'm no gaming genius but if I can send the Mr Big flying on the second difficulty level then you lot surely can. And then some.

Also, while we're grumbling, sometimes the whole thing becomes a bit blurry (and I don't mean the characters break into a hearty rendition of *Country House*), but I guess you'll just have to live with that.

All that aside, *KI* on the GB is rather ruddy ace. Maybe, it's a bit easy in one-player mode, but these types of games were always made for two people anyway. So there. Now go and buy it. **TIM**

DUMBOS Perhaps just a tad easy in one-player mode

Chief Thunder's got piles. You can see it in his eyes.

Nicely drawn and well animated although the backgrounds are a bit cack. 8

Tunes are suitably scary-ish. They can get a bit annoying but you can always switch it off. 8

Easier to pick up than that tenner you found on the pavement last Friday. 9

The chance to pull off a Plasmaslice or a Roller-coaster has got to add longevity. 9

'A must buy. The greatest game on the Game Boy for a darn long time. Get it. Get it. Got it?'

TOTAL! SCORE **91**

Just like the arcade versions there's fag ash all over the screen. Or are they stars?

GALAXIANS GALAGA

PLAYERS: 2
FROM: NINTENDO
PRICE: £21.99
RELEASE: OUT NOW

'The phrase 'it's like *Space Invaders* BUT THEY COME DOWN AS WELL!' was a landmark in videogaming. *Galaxian* was that game, Rob is first player up.'

Everyone has one game that got them hooked on videogames. For Les on *GamesMaster* it was *Scramble*, for Marcus the Editor of *Ultimate Future Games* it was *Street Fighter*. For me it was *Galaxians*. I loved *Space Invaders* as much as anyone and would fight for my turn to clear a few sheets. But then the big dusty blokes that delivered arcade machines on their little two-wheeled trolleys turned up with a copy of *Galaxians*. And the *Space Invaders* had a bit of colour to them. And they dive bombed you a bit. And I loved it.

So as I sit here in my Adidas trainers trying to recapture my youth the latest old-school trend to hit me has got to be a return to old gameplaying values. Well, at least for a couple of hours anyway.

They've had 15 years to work on Galaxians and have they improved it? Have they my arse it's the same on the Game Boy as it ever was and Nintendo have made me a very happy big kid. It breaks no boundaries and neither does *Galaga* – its flashy cousin included on this cart – but nevertheless they're faithful reproductions of classic old games. Just perfect for sad old gits like me and Andy.

ROB

The arcade conversion is as accurate on the GB as it could be on the PlayStation. **8**

They aren't classical works but they're music to the ears of an old gamesplayer. **8**

Simple and satisfying shoot-'em-up action. Therapeutic even. **9**

They'll have trouble making it into the Next Gen but they'll keep Game Boyers happy. **9**

'Simple but superb. Great games get a new lease of life on the GB, I'm surprised nobody thought of it earlier.'

TOTAL! SCORE **90**

ARCADE CLASSIC

Back in the early '80s two excited little kids could be found hanging around the arcades of Bristol and Portsmouth respectively. The gay light of neon sparkled brightly in their wide eyes and the crazy wail of an alien's swoop was music to their ears. 15 years on the only difference is that they both wear

NOSTALGIA
Somehow it still manages to feel fresh and exciting...

Just looking at it brings a lump to my throat.

NEURALGIA
... if you're old soddocs like me and Andy

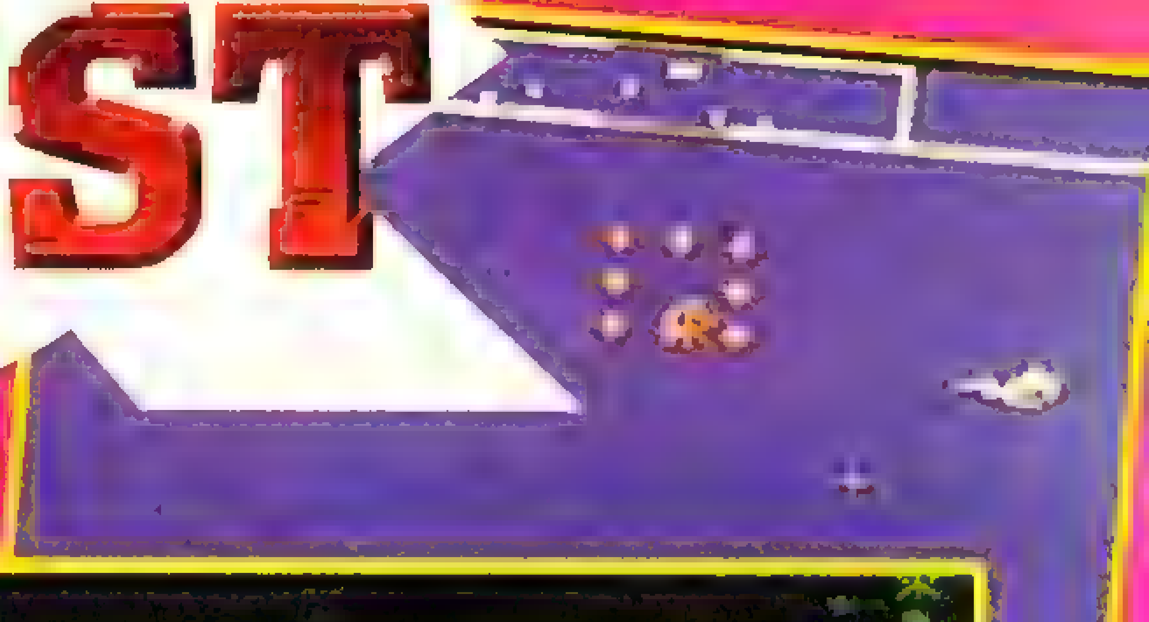
ANDY SAYS...

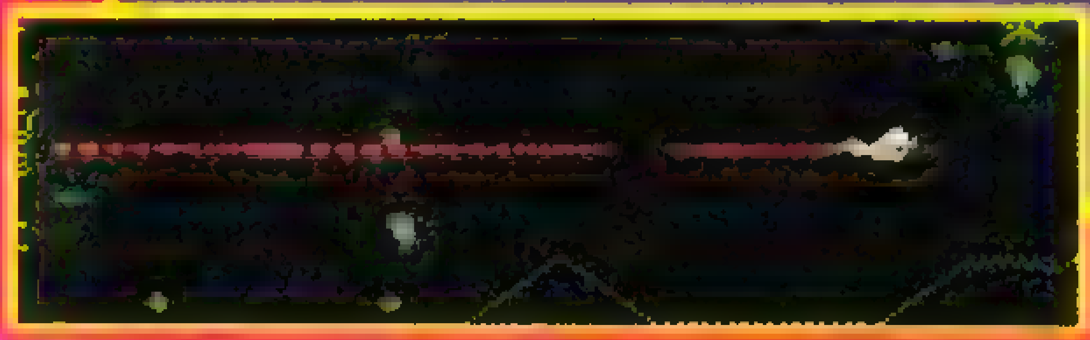
No arguments from me. This had everyone in the office stopping to watch and caused at least as much excitement as *DKC2* and a damn sight more that when *Killer Instinct* arrived. It's just a great old game.

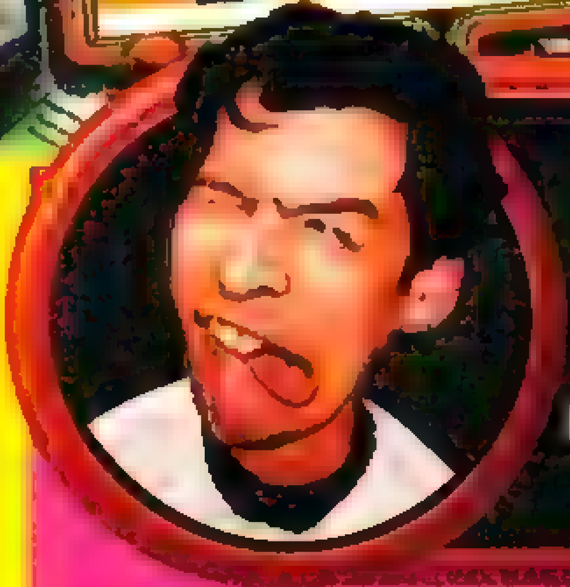
…DE …SSICS

DEFENDER & JOUST

long trousers now. So when Nintendo's four pairs of Arcade Classics for the Game Boy came into the office, it was bound to cause excitement not to mention the odd scuffle. Unable to choose between the two of them, Andy and Rob, go back to basics and here are their old-school reports.







PLAYERS: 2
FROM: NINTENDO
PRICE: £21.99
RELEASE: OUT NOW

'"MY TURN," screamed Andy. And with that, he mounted an ostrich and was off.'

Just as Rob fell in love with *Galaxian*, I couldn't keep my gameplaying hands off the little minx that was *Defender*. Unfortunately my first love hasn't aged quite as well. I not only used to play *Defender* down the arcade, but also on my ZX81 and even on my Vectrex – anyone heard of that I wonder? I remember trying to peer round the side panel of the *Defender* machine down at our local snooker hall while the older boys took turns to stand aside so that another could pit their skills against this giant of games. Each would enter the standard AAA answer as they dismissed the highest score screen with the disdain it deserved. Nobody cared about recording their greatness it was all about the rapid turning spaceship and its ability to fire long colourful lines of fire.

This version is somewhat of a let down though and the size of screen simply cannot support the size of graphics needed to make the gameplay truly great. It has converted well in all other ways but the graphics are so fundamental that it is ultimately devalued.

Joust is one of the redeeming features and still one of the best videogames ever to include duelling on the back of flying ostriches. So while this is a great little cart with two smart games in one it doesn't rekindle the emotions in me that *Galaxian* did in Rob. Ah well, I suppose there's the Ultra 64 to look forward to.

ANDY

T!

FIRES

DIRES

ROB SAYS...
I feel dead sorry for Andy that *Defender* didn't match up to his expectations. But if anyone is qualified to comment on such matters then he's the man. A good version, but not a great one.

Poor graphics, but it is far more noticeable in *Defender* as it effects gameplay. **5**

SOUNDS

Good. The old sounds aren't that difficult to reproduce on the Game Boy. **7**

Defender is let down by the size of graphics, but *Joust* is as fun as ever. **8**

They haven't got the longevity of *Galaxian* or *Galaga*. Although 15 years isn't't! **6**

'Another couple of great old titles convert well onto the hand-held and the games complement each other well.'

TOTAL! SCORE **74**

ARCADE CLASSICS

ASTEROIDS
MISSILE COMMAND

PLAYERS: 2
FROM: NINTENDO
PRICE: £21.99
RELEASE: OUT NOW

'No, no, these really are the best,' said Rob as he wrestled Andy to the floor and grabbed his hand-held.'

Funny really that as we stand at the edge of 1996 with all the expectations for the Next Generation that it holds, here are Andy and myself discussing the merits of games we first played over a decade ago. Still, it's a dirty job and we've got to do it.

For those of you not fully versed in the old games testament, *Asteroids* involved destroying constantly fragmenting space rocks with a fully rotating and thrusting spaceship. The graphics were literally line-drawings and the gameplay was simple, but it was still a great game. *Missile Command* however involved shooting lines of fire at a moving point which you controlled, the resulting explosion was designed to stop the descending lines of fire which slowly aimed to destroy the city below.

Missile Command has converted the better of the two and its simple graphics look great on the Game Boy. A little slow perhaps and it obviously suffers from the lack of a track-ball (remember those?) but a great conversion nevertheless. *Asteroids* is awful though. In trying to flesh out the graphics it's all become a bit of a mess and we hate them for doing it. Sad but true. ROB

ASTEROIDS
Missile Command is great despite the graphics

HAEMORRHOIDS
Asteroids destroys your battery

ANDY SAYS...
It's remarkable that Rob and myself are agreeing on so much of this but he's right again you know. *Missile Command* is great, *Asteroids* is naff, that's the way it is.

Although they were always very basic, both games suffer here from a poor showing. **3**

The explosions sound the same as ever for both conversions to the Game Boy. **8**

Missile Command, again, comes out on top and is as addictive as ever. **7**

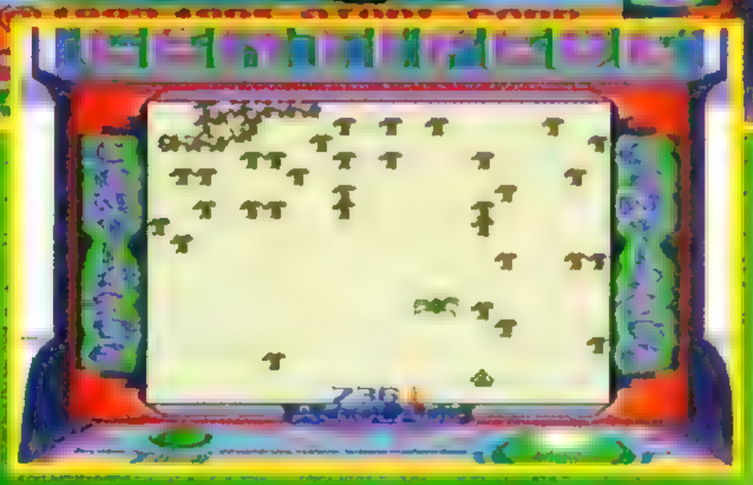
Play *MC* for as long as you like, but *Asteroids* may not get off the starting blocks. **6**

'This perfect couple are unfortunately let down by a sloppy conversion of *Asteroids*.'

TOTAL! SCORE **66**

ARCADE CLASSICS

CENTIPEDE
MILLIPEDE



ROB SAYS...
Back to the real world then, I suppose. Just when we were getting used to these rose-tinted spectacles, along comes someone to slip them from our happy faces and stamp on them. Not everything that is old is good, as this and Cliff Richard both prove.

PLAYERS: 2
FROM: NINTENDO
PRICE: £21.99
RELEASE: OUT NOW

"This is full of bugs," giggled Andy. "Ah, computer journalist humour," we all thought to ourselves as we stared at his idiotic laughing face.

CREEPY-CRAWLING
Looks as good as any previous versions

As with any nostalgia-based trend there's always a downside to it. Mainly that much of it was actually ropy old tat. And this is the odd one out. This is the Snorkel Parka. *On The Buses* or the Plastic Bertrand if you like. This will be Boyzone in 15 years time.

It was like the other games but somehow it wasn't. In the same way that European pop groups will do more or less what British groups do but miss the point somewhere along the line and end up being a bit rubbish, such as, 2 Unlimited, so this game was the runt of the initial games litter. It had all the ingredients: left a bit, right a bit, shoot stuff and don't die, but it wasn't very good. And still isn't.

This version looks like any previous versions and indeed plays similarly but as I've said already that's not very good. And unlike the other carts as *Millipede* is essentially a *Centipede* clone this is not a worthwhile investment.

ANDY

T!

CREEPY-CRAWLING
Slow and limited gameplay

Although basic, these versions are every bit as good as any we've seen in the past. 7

The game sounds are accurately produced, but that's not a hard thing to do. 6

Same as all the others really, but somehow not as good. Too slow as well. 5

The gameplay is addictive but compared to the other titles its appeal is limited. 5

'The gameplay makes this the least attractive of the Arcade Classics quartet.'

TOTAL! SCORE 52

FAMOUS TOTAL! READER

Best looking bloke in Britain? Don't make us laugh. He's only four-foot tall and needs a decent haircut as well. Can't sing either.

Mark Owen, the Midget Take That heart-throb with rubbish hair was spotted outside his old local youth club trying to gain credibility with old friends from his days before he was a star, by brandishing the latest issue of TOTAL! When quizzed by his 'friends', however, he could only answer three crossword clues and had no idea whatsoever on the quiz questions. He had never heard of *Earthworm Jim* and thought the Ultra 64 was a big bra. He was therefore forced to return to his showbiz mates and talk about hair-care products and net curtains. If you catch a star trying to look cool by using TOTAL! as a fashion accessory then send us pictorial evidence and we'll print it. These people simply must be stopped.

Dear Total!,
I hope you don't mind but I have a few questions/suggestions for you:
1. How much will the Ultra 64 cost?
2. What's the best game? *Theme Park* or *Lemmings 2?*
3. Why don't you have a bigger TOTAL! tactix section? It seems to have shrunk.
4. Do you like cheese?

Please print my letter because I have written three times and have never had my letter printed.
Ta very much. Bye!
Steve Miller, Keynsham

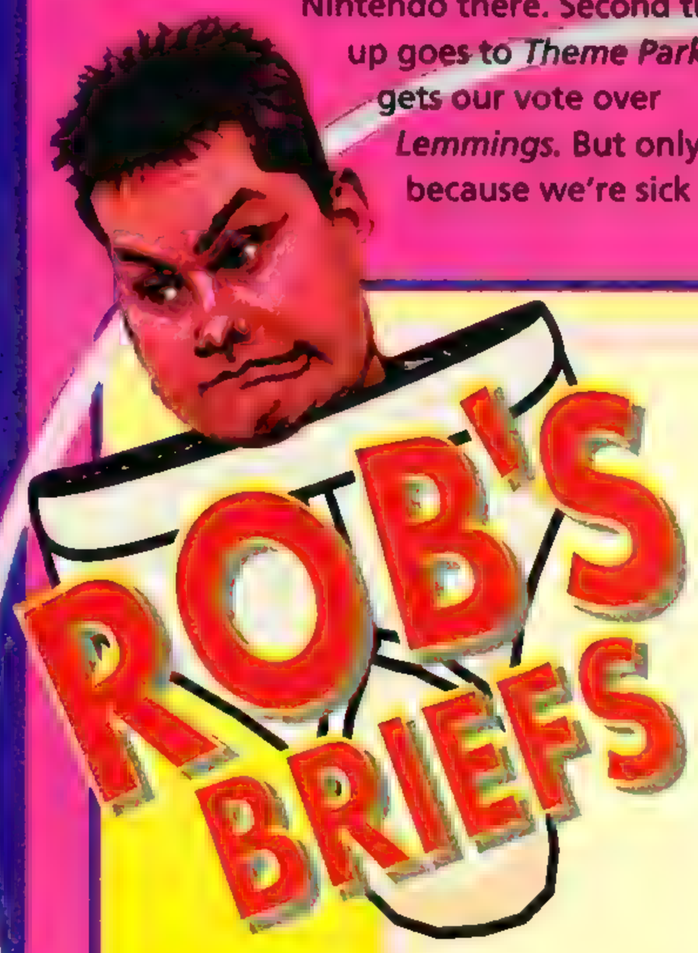
Dear Steve,
Latest word is that the Ultra 64 will retail at around £200 on its release rather than the £250 originally quoted. So a big thumbs up for Nintendo there. Second thumbs up goes to *Theme Park*, which gets our vote over *Lemmings*. But only because we're sick of *Lemmings* after playing it for so long now. As for TOTAL! Tactix, we're still toying with the idea of putting it back up to four pages but obviously that means losing a page elsewhere. If enough readers want it enlarged though we'll be more than happy to oblige.

Finally, cheeses. Debs likes Stilton, I like Brie, Tim likes Cheddar and Andy likes Dairylea Triangles. Well he would, wouldn't he?
Rob

Dear Total!,
I'm in despair! Can you help me? My brother Greg has a disgusting habit – he eats your magazine! Page 56 of the December issue was very popular. I could understand it if you flavoured your pages.

I love your mag anyway... the bits my brother hasn't chewed to pieces that is.
Natalie Elsborg, Guiseley

Dear Natalie,
If you don't mind me saying, your brother's a bit weird, Natalie. I'd suggest you buy him



Hey Link,
The meaning of life is in your hands at the moment. Yes you can have a copy of *Killer Instinct*, just go to the shops and purchase a copy. Easy. The winning lottery numbers will be six numbers between 1 and 49. Every week. Some letters are so easy to answer.
Rob

Dear Total!,
In Issue 47, the first 17 lines of Danny's review of *The Mask* were just his comments about Jim Carrey. We readers don't care what Danny thinks about Jim Carrey, we just want his opinion on the game.
R Metcalf, Doncaster

Dear R,
So why do you think we got rid of him?
Rob

Oi, Rob Bloke,
1. What is the meaning of life?
2. Could I have a copy of *Killer Instinct?*
3. What are the winning lottery numbers going to be?
The Missing Link, Unknown Location

Go on, get that Rug Rats' stationary out that your mad Auntie got you for Christmas and turn it into a personal stereo. Write now.

Send your letters, drawings and photos to: TOTAL

some inferior mags to chew on and keep your TOTAL!s under lock and key.
Rob

Dear Rob,
What exactly does an Editor do? Does he come to work about ten (hangover, optional), sit around and read *Total Football* for a couple of hours and help his staff writer out when that very same staff writer can't work out how to switch on a SNES? Following a three hour lunch does he come back and perfect a golf game – in a minute and a half – that took his staff writer three days to learn, play a game of football, deliver a baby, listen to the radio, fall asleep, wake up in time for the pubs to open, stumble back and then realise he's got to get home?
Julian O'Fricasay, Ireland

Dear Julian,
Or should I say TIM. Yeah, that's about it, you've seen 'A day in the life of' after all. Better get used to it kidder.
Rob

Dear TOTAL!,
When TOTAL! was first published four years ago it was always £1.95, had free gifts and posters nearly every issue and 100 plus pages. Now you're down to 84 pages including the covers, it's up to £2.50 and you hardly ever do free gifts. What are you playing at? If you don't print this letter I will know the truth about TOTAL! and neither I or my friends will buy it again!
Oliver Schmid

Dear Oliver,
If I'm totally honest with you, it is the slowness of the Nintendo market which has had a knock on effect on the mag. Less games advertising and higher paper costs have meant we've had fewer pages. There is good news all this though, with the Ultra 64 about to go into full swing I expect the mag to swell a

and freebies to rain down on you. In fact the last two issues have both had promotions, but that's another story. Fear not the good old days are on their way back. Ee, I remember when you could go to the cinema have a fish supper and still have change of 50p.
Rob

Dear TOTAL!,
David Edwards (the complainer) just writing in to complain. I was really looking forward to the Top 100 SNES games in issue 43 of your fabbo magazine and when I opened up the pages I was truly disappointed. It looked to me like you were using it as an excuse to print some cheats.

Okay, okay, some of the games deserved to be in the top 100 games of all time but some of them didn't deserve the bin! For instance you put in a game that scored a cack 57%. Every game should have scored 90+ but there were as many games that were rated badly as there were good games. Do you really think *Super Buster Bros* deserved a place in the Top 100 SNES games.
David Edwards, London

Dear David,
Yes I do. Basically the games were the 100 we play the most and so in our opinion the best. And as excuses go to print cheats for a 100 games, I think it was pretty good.
Rob

Dear TOTAL!,
Is there going to be a 'How Do They Do That?' game based on the television series? I heard that Bullfrog were developing it and that it was going to be a bit like *Theme Park* but with Des Lynham. How right am I?
Steven Greene, Colchester

Dear Steven,
Not very. I think someone might be winding you up, Steven. Now why did they do that?
Rob

STAR LETTER

Dear Rob,
What will happen to TOTAL! when the Ultra 64 comes out? Will it drop SNES reviews and concentrate on the more exciting games? And what about tips etc will they immediately change as well? Most readers will not own an Ultra 64 for some time and it would be a waste.
Yours worriedly
Jason Godden, Southport

Dear Jason,
Don't worry mate, have this personal stereo to cheer yourself up for a start. You're exactly right. We have a duty to give our readers exactly what they want and so until we have a clear indication that the majority now own an Ultra we'll continue to lead with SNES and Game Boy stuff. Obviously we'll review Ultra 64 games but they'll fit in with SNES stuff in the same way that Virtual Boy stuff did. Simple as that. Good point though Jason.
Rob

Dear Rob's Briefs,
We see you, Andy and Danny every issue in the form of those cartoon characters, but we never see Debs. Why not? I think you should have a Debs pull out supplement full of photos of her so we can see what she really looks like.
John Spanner, Huddersfield

Dear John
Debs beauty is such that any pictures of her would devalue the rest of the mag. Also, in practical terms, we simply couldn't deal with the number of love-letters that would flood in from lovesick readers. And besides, surely me and Andy are pretty enough.
Rob

Dear Rob
Do the TOTAL! team eat meat? And, if so, has anyone changed their eating habits due to the Mad Cow beef scare?
Andy Keen, Bolton

Dear Andy
Debs is a vegetarian anyway so it doesn't effect her. Andy is so mad anyway that mad cow's disease would be improvement and so we've been stuffing him with low-quality pies lately. As for the rest of us, we can't afford meat so we tend to live on pizza crusts and powdered milk instead.
Rob

Dear Rob,
Since Paul Walsh has gone to Man City he's done pretty well, hasn't he? Gerry Creaney hasn't done so well since he's played for Pompy, has he? How do you feel about this?
Molly Jones, Oxford

Dear Molly
Or should I say Danny? I thought you'd gone. Look, it's the other way round. Creaney went TO Man City and is doing badly, Walsh went back to Portsmouth and is as brilliant as ever. You're such an arse Danny, why else do you think we got rid of you. Go back to sweeping up in the pet shop where you now work.
Rob

Dear Rob,
In Issue 48, your review of *Mega Man 4* on the Game Boy had someone called Mr X giving a second opinion. Who was that? Was it you? I'm not sure.
Keith Mitchelmore, Wales.

Dear Keith
I couldn't possibly say.
Mr X, er, I mean Rob

Johnny's Crayon COURT

More artistically challenged scribblings and wibblings to sort through, will my hell never end? Punishments all round...

Left: Graham Forster from Newcastle-Upon-Tyne. Only 11 and already a star.

Above: Neil Watson 11, also escapes punishment. What's going on this month?

It may look like a very sad effort, but somehow Ross MacKay 14, from Essex has captured the feel of *Theme Park* perfectly. Strange but true.

Hurrah! Well done Anthony Baker 11, from Essex, this is rubbish. You are forced to play Sega games for the next two months. I feel better for that.

Poet's Corner

Dear TOTAL!,
Here's a poem for you all.
Total!, Total! is so Total!lly rad!
Total!, Total! is so Total!lly bad!
It's wicked!, it's cool!
It's better than a kick in the privates
And I'll collect it til I stop collecting it!
Yo!
What did you think? Do I get a free game? A T-Shirt? A punch in the face?

Dear Trev,
A free game, a t-shirt or a punch in the face?
What do you think it should be readers? Yeah, me too.
Rob

Dear TOTAL!,
Ocean are cheap and a scanky make,
For all we know they could be a fake.
They're fresh from the sewers, a lump of scum,
They probably think they are number one.

They make no games, yet they get the profit,

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 47

Name: Sarah Fuller
Age: 10
From: Gillingham, Kent

After a nasty bump on the head as a small child, Sarah now occassionally lapses into periods where she belives she is a household pet. Sometimes she will be found in the kennel outside, or like here playing her Game Boy in the rabbit hutch.

WIN A GAME BOY CART!

Dear TOTAL!,
I think I'm just as loyal as Karl Rosen. I've bought every single issue of TOTAL! including the Christmas Special and, unlike Karl, the Poster Special. I keep them all in order with the free gifts and will keep on buying TOTAL! until it's no longer sold (decades away). I also have had one of my letters printed.

I'm also one of the best Nintendo players in the world. I was beaten by the somewhat annoying Leon Kane in the penultimate round of this years Blockbuster National Finals. I hope to do better next year, so wish me luck!

Kevin O'Shaughnessy

Dear Kevin,
Good luck. You are indeed a model TOTAL! reader and dead modest with it.
Rob

And before you know it they've gone and scoffed it.
Nintendo themselves are better than the rest,
With Konami being second best.
Capcom games are also great too,
As long as they feature *Street Fighter II*,
I reckon we should sign a petition,
For their endless *SF* editions.

Giving them their *Mega Man*,
When will they stop this endless scam.
Thank you for answering this hideous letter,
About some companies that should know better!
By Alex Powell and Alan Ward

Dear lads
Brilliant work lads. You should be in the Dead Good Poets society.
Rob

Demo CD with every issue

bloody HELL

We're all Doomed...

Official UK PlayStation Magazine 2

On sale January 9th

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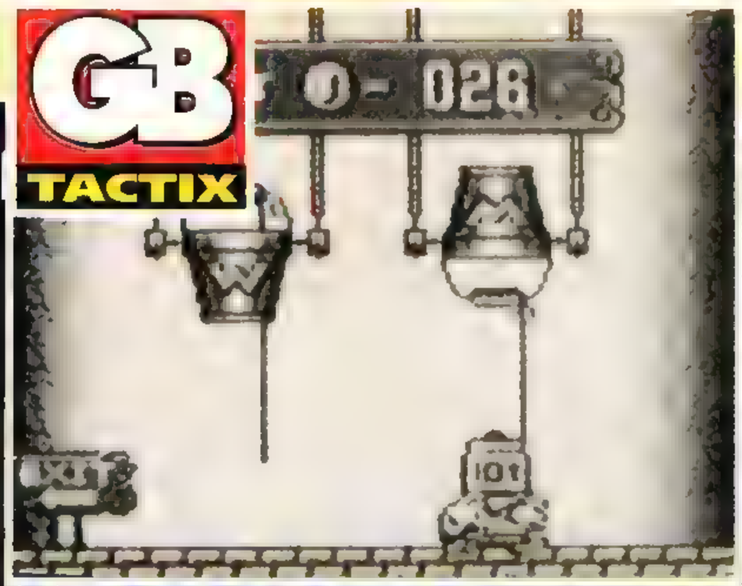
TOTAL TACTIX

Total Tactix. That's us. You got a problem of the gamesplaying variety? Well, just put pen to paper and we'll do our very, very best to help you. Really we will. We're so nice, aren't we?



GB TACTIX

Wario Land

Get this for starters then. **Anthony Jackson** of **Derry** (that's in Northern Ireland, you know) sent us in this little beauty for those of you who are struggling on *Wario Land*.

On any level in *Wario Land*, press 'start' and then 'select' 16 times. Follow this up by pressing 'B' and 'A' together and holding the blighters. Now you will see your lives, coins, hearts and time shoot back up to full. Thanks Ant.

GB TACTIX

Donkey Kong Land

Our utmost thanks go out to **Glen Gilson** of **Stockbridge** who wrote an encyclopedia of hints and tips. Sorry we couldn't include them all Glen but we've only got 84 pages. Here's a couple for you anyway.

On World 1, Level 3, get to the half way point, kill the lizards in the trees and drop on the ledge under the tallest tree to find a hidden barrel. This takes you to a secret level. Gosh.

On World 2, Level 1, get to the half way point, past the tyre is a series of gaps with two snakes and a jumping lizard on the platforms. Drop down the open gap after the lizard to find a secret bit of the game.

SNES TACTIX

Theme Park

A damn good one this. And damn cheeky too. **Simon Dow** and **Paul Leslie** from **Tayside** in Scotland wrote in with this one. Thanks lads.

Once you've had a Theme Park on the go for a month, go to the bank screen and raise the ticket prices to the highest possible price. When the people get off the bus they'll pay the new price quite willingly. Then once they've gone in lower the prices again and raise them once more in a months time. The punters will keep on paying. The bunch of losers.

GB TACTIX

Zelda IV

A quicky from **Neil Martin** in **Baldock, Herts** for the Game Boy version of *Zelda IV*.

To get loads of equipment free from the village shop just go in, buy the equipment as normal, go to pay the shopkeeper but as soon as he thanks you press A, B, Start and Select and save the game. When you restart you will have the equipment plus the money you had when you saved the game. Golly, that's a bit naughty.

SNES TACTIX

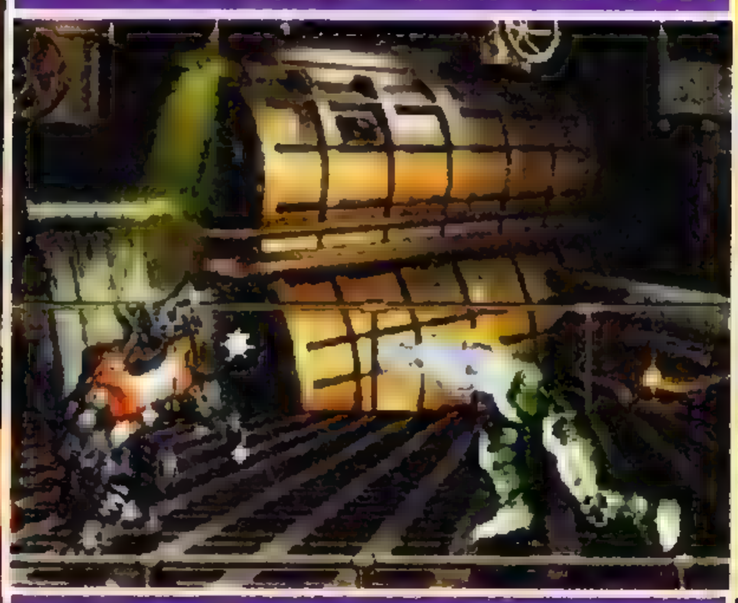
Killer Instinct

We had a trillion hints, tips and cheats so thanks to everyone who sent one in. Unfortunately, we had so many of them last month we can't include them all. But here's a couple that we neglected to mention.

Anthony Dean from **Maidenhead** sent in this pearl of a cheat. If you want to speed up the game, then simply hold down all the buttons except Start and Select and press left on the direction pad. You should hear a punch of the Versus screen.

I hear that Germany's nice this time of year (though, obviously, not as nice as England) and **Herr Daniel Mellor** from **Hameln** is being especially nice. You see, he's worked out how to find the 'Humiliation' song and he doesn't mind telling his fellow European friends. Just move your soundtrack onto number 30. Well that was painless, wasn't it?

Last but not least, **Stephen Yeghiazarian** of **Harrow on the Hill** has worked out how to turn your *KI* characters into Clothes Show rejects. On the character select screen, before choosing your character, push down and the characters clothing or colour will change. Cheers, Stephen.



SNES TACTIX Power Rangers

I know, I know, we've had some cheats from this before. But here's the level codes from **Shaun Alexander** of Unknown in Unknown (You forgot to include your address, Shaun).

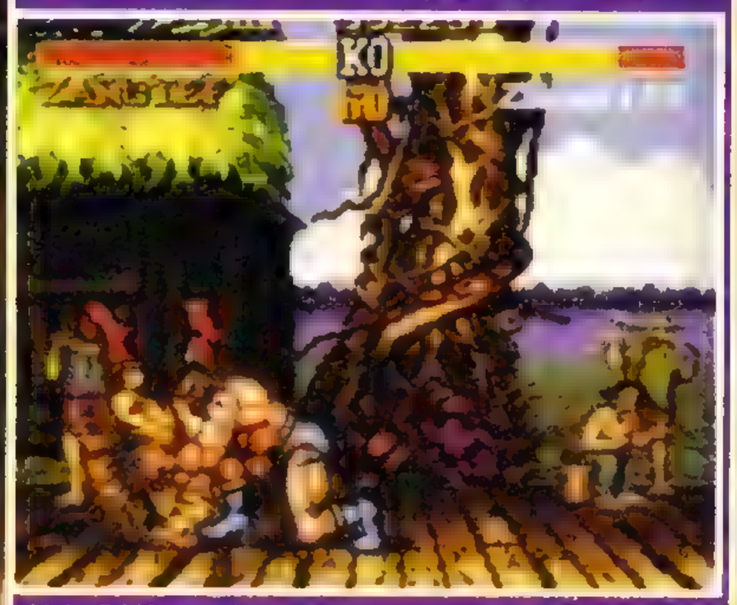
1 – 3847
2 – 5113
3 – 3904
4 – 1970
5 – 8624
6 – 2596

SNES TACTIX Cybernator

Banrey Glaze from Bracknell has got it all worked out on *Cybernator* on the SNES. He says, complete the first level without any shooting. When you get to the end-of-level boss kill it without shooting the two guns. You now start the next level with a new weapon. Brill.

SNES TACTIX Street Fighter II Turbo

Get your SNES out. Now you get your joypad. Now wack in *SFII Turbo*. Now get a load of **Philip Lambert's** rather great cheat. Press down, right, up, left, Y and B and no one will be able to pull off a special move against you. Oh yeah, and Philip's from **St Albans.**

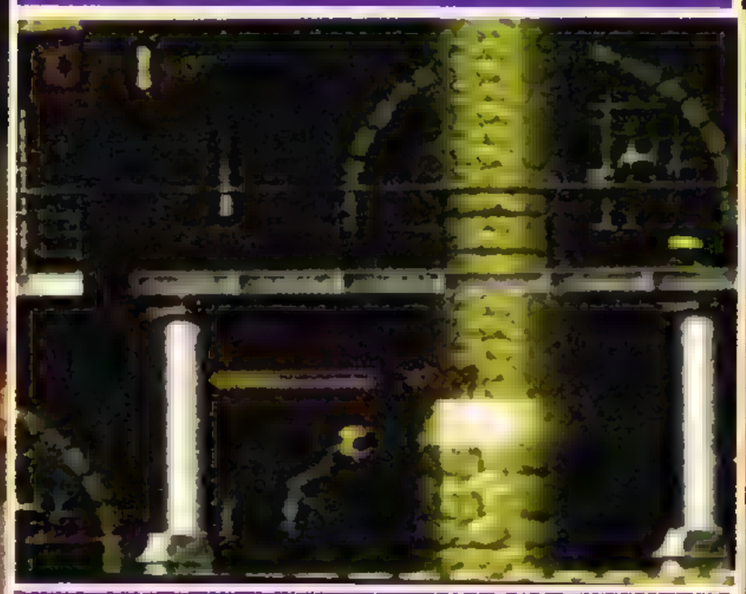


SNES TACTIX Alien 3

Nicholas Lloyd of **Corby** in **Northants** likes computer games. That's what we think. You see, he's written cheats, hints and tips for every damn game under the sun and sent them into us. And the book he's written them in is thicker than the *Collins English Dictionary*. I mean, goodness me. This guy must have square eyes. Anyway, thanks Nicholas. We really appreciate it. Because we're nice and everything like that.

Well, you need some flour, four eggs and three tablespoons of sugar to get the most out of these level codes. Or you could just get your SNES out, load up *Alien 3* and go to the password screen. It's up to you.

Level 2 – Question
Level 3 – Mastered
Level 4 – Motorway
Level 5 – Cabinets
Level 6 – Squirrel
Level 7 – Overgame



SNES TACTIX Cool Spot

Okay, so while we're at it, here's another corker from our old mate **Nick.** He might rattle on a bit but he's got a load of great cheats. So here's one for all of you that are a bit stuck on *Cool Spot*.

When the Virgin logo appears, press select 30 times (stick with us) to get to a menu. Use A to turn 'invincibility' on. Apparently, you can also use Left and Right to select the level you would most like to start on. Oh yeah, and press select to start on that chosen level.
Thanks ever so, Nicholas.

SNES TACTIX Starwing

Okay, so he might almost be called Hamster, but **Jac Ramster** lives in **Highbury** and that's near **Arsenal.** And we all know how great they are. So he must be alright. Yep, Jac's got a cheat for that old classic *Starwing* and it ain't half good.

Get to the second level and you will encounter a load of grey rocks with a gold rock in the middle. Get close, and blast it away. Then another two will come along. Get rid of these and a smiling face will appear. Shoot this and you will be transported through a black hole. Get to the third teleporter and it'll give you a kick up the arse and send you to the last level.

Well, it's good if you want to pretend you completed the game...

GB TACTIX Kirby's Dream Land

That's what we like. Short and to the point. **Stuart MacKenzie** from **Alford** in Aberdeenshire shoved this

tip our way and wrote, 'Extra Energy. On the title screen, press down, select and B'. Well, that was nice. Thanks Stuart.

FIFA '94

Mr X from the mythical North Wales county of **Tinkleshire** is good at Origami. So he folded his sheet of cheats into a Concorde and flew it from his house in the hills to our offices in the city. There's only one problem though. His real name isn't Mr X. And I don't think he's from Tinkleshire. Sorry, you didn't include your name or address so we can't thank you personally. But thanks anyway.

It's for *FIFA '94*. Get your options screen up and push BABBBBBB. This should give you a Super Kick. Quite good we think. For someone from Tinkleshire.

Mortal Kombat 2

Grant Davies from **Carmarthen** sent us a piece of paper. Now, we like paper and everything but at TOTAL! we like something to be written on the paper. You know, a cheat or a tip or something. So, presumably, for Grant's cheat to work, you don't do anything and the cheat just happens.

Now that's what we call clever.

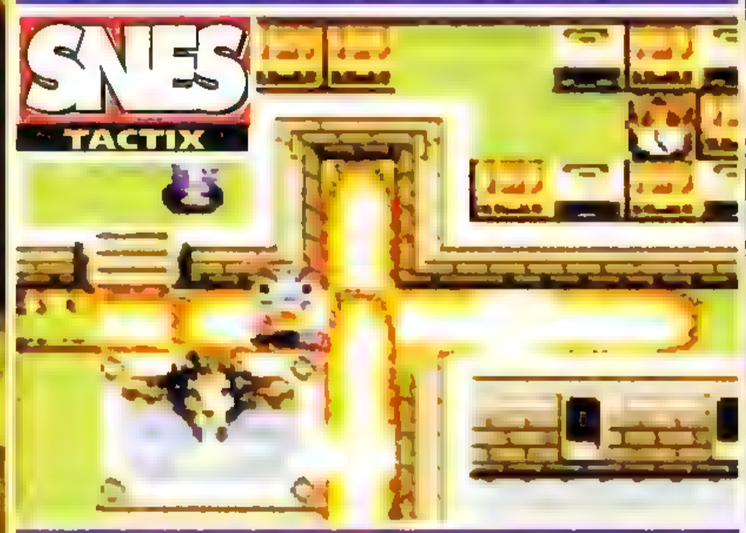
Frankie Kirk of **Derry** in **Northern Ireland** sent us some rather splendid cheats this month and they go something like this.

When you switch on the game, keep your fingers on L+R, press start to play the game and you will have a two-player tournament. Press UP and START on the player select screen and you will get a random select. Smashing.

Oh, and these codes should be entered on the two-player vs screen.

Handicapping – Kahn, Kahn, Kahn
Disable blocks – All yin yangs
Disable Throws – *MK3*, Dragon, Dragon,

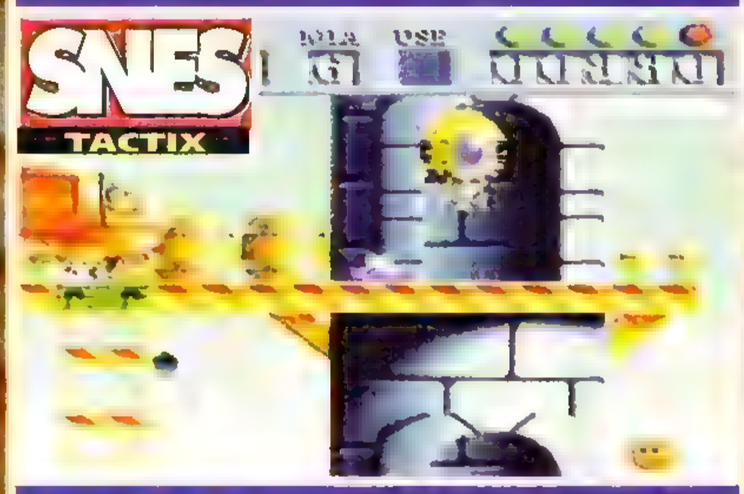
MK3, Dragon, Dragon
Dark Fighting – Dragon, Dragon, *MK3*, Dragon, Dragon, *MK3*
Fight Noob Saibot – All Raydens
Fight Shao Kahn – All Goros
Fight Montaro – All thunder bolts



Bomberman

Here's a bit of a brill one from **Gerald Molloy** who resides in **Co Dublin** (which is in Ireland, alright?). On all the *Bomberman* games, the code 5656 does something. On *Bomberman* it makes you small. On *Bomberman 2* it does a sudden death' (it must be Irish, I guess) and on *Wario Blast* it accesses a battle mode. And whilst we're at it, here's the level codes for *Bomberman 2*.

Magnet Bomber – 4361
Fire Bomber – 6442
Pretty Bomber – 3903
Brain Bomber – 9564
Plasma Bomber – 7735



Putty Squad

Here's a short but cunning little tip from **Jack Gannaway** of **Doncaster.** He knows one or two things about Putty Squad and one of those one or two things is this one. To kill the Scatterflashes, simply punch their hats. Well, that was painless...

Super Mario

John A H Marshall – he wrote *Alice in Wonderland*, you know – of **Lancaster** sent in this cheat.

On the Macro Zone (you need firepower for this cheat), on the first level do not go along the spiky water, instead go up the platform and when you are standing on the question marks, jump up and you will find some secret blocks. Jump on them, smash the blocks underneath the tube and you reach a secret level. Wait though, wait. This ain't no ordinary level, this level leads you to the very last level of all. Wowzers.

International Superstar Soccer

Robert Sugg, who between releasing awful singles that aren't half as good as the Madness songs and playing his SNES, has sent in these hints for the ultimate soccer game.

Apparently, if you concede a penalty during the match, the computer opponent will almost always shoot to the bottom left of the goal. Robert reckons that if you dive there you're assured of stopping them scoring.

Oh, and Robert tells us that if you're beating a hard team and want to keep it that way, by just standing still you'll win. You see, the opposition won't tackle you. Okay, okay, it might be the sort of tactic you'd expect from George Graham, but it works. A bit like Arsenal used to work, now we come to think of it.

Zombies Ate My Neighbours

Paul Dillon of **Manchester** wrote in telling us how many mistakes we'd made with the ZAMN Tactix. Well, sorry Mr 'Look at my gaming credentials' but do you know how long we sweat over our machines, trying to get you the best hints and cheats and...

Anyway, Paul told us to tell you lot that if you tap in '7E1C 7CXX' you can choose the level you would like to start on. The only thing you have to do is change the XX for the number of the level.

He also says that we used a picture from *Batman Forever* for a *'The Adventures of Batman and Robin'* cheat. Well, actually, it was purposeful. You see, none of us like Robin (I mean, his tights are green for God's sake) so we only want *Batman Forever*.

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Formations

Footy fanatics know the score but if you only have a casual interest in the game you probably get horribly confused by all those numbers you see in the formation screens of these game. Well here's what they are and what purpose they serve.

A weak midfield formation but this will make the most of strong attacking players if indeed you have any.

A good formation if you want to hang onto a slight lead. The four-man defence will protect the goal-mouth while the midfielders can get the ball up to the front two if any more scoring opportunities arise.

If you're short on a strong attack this is a good stable formation to use. A strong defence plus a strong midfield to help out the attacking couplet.

This gives a good coverage of the whole field but it is somewhat lacking in the midfield which can be a problem can't it? Erm, can't it? I dunno actually... (*Yes, it can – Rob.*)

Like the 4-4-2 but there's a three-man defence and the other bloke marks the opponents' star player.

FIFA

MASTER THOSE MOVES

Passing in *FIFA '96* is as easy as falling off a log as long as you bear in mind that you do, at the very least, need to be facing in the general direction of the bloke you want to pass to in order to pull it off. Look for the gaps and take your time (though not too much).

FIFA 96 TIPS

SHOOTING BUTTON A

As with passing you need to make sure the ball has a clear route to its destination. Also bear in mind that the longer you hold the button the more powerful your shot will be. The better your understanding of this, the less likely you are to be embarrassed at the goal-mouth.

TACKLING BUTTON Y

Possibly the most enjoyable part of the sport for the beginner is viciously hacking down the opposition. You achieve this by performing a sliding tackle from the sides or the rear when you're fully aware you stand no chance of actually getting the ball. If you fancy introducing a little skill, make sure your tackles are legal by performing them head on and getting the timing right.

Those defenders can be right gits, can't they? The best way to avoid them is to skilfully dribble the ball. As you approach a defender hit B to kick the ball past them then tap the X button to sprint past and pick up the ball again (not with your hands obviously).

DRIBBLING BUTTON B AND X

RUN FAST BUTTON C

At first it seems like there's no way to get possession of the ball. That's until you realise the dash button gives you that extra burst of speed you need at critical moments.

HEADING BUTTON X

Not recommended for babies or adults with particularly thin skulls. For everyone else, however, heading can be a most useful tool. When the ball is high in the air get below it and hit one of the buttons as it falls to earth. Time it right and your little guy will leap up and head it to one of your waiting players (sometimes).

Who said jolly boating weather? This has nothing to do with watery weekends on the Norfolk Broads. This is an almost perfectly legal way of getting the ball when you're simply not going to be able to get your feet to it. Run up alongside the bloke with the ball and press A and let your shoulder do the talking.

BARGING BUTTON A

BACK HEEL BUTTON A

Hit these two buttons and you'll pass the ball to a nearby player who will then immediately pass it back to you. Terribly confusing if you're playing against a complete spong.

ONE TWO BUTTON B AND R

A neat feature. When the need arises, or if you're just bored of having the ball you can pass to a player who's behind you by hitting and pushing the D pad in the direction of the target player.

BICYCLE KICK BUTTON Y

To kick the ball on and completely fox your opponent stand in the right place and as the ball approaches press Y. Your little guy will control the ball and then perform a spectacular over-the-head kick. You can also do this from a standstill just by chipping the ball up and pressing Y.

Press the button and the ball will sail majestically in an arc over the opposing player and hopefully land somewhere beneficial. (*In the goal maybe? – Rob.*)

GOBBING

A move which is sadly under represented in all console footy games. And yet it makes up such a huge part of our national game. To make up for this phlegmatic deficit fill a small pipette with your own 'gob' then whenever there's a lull in the action squirt it at the screen.

Strategies

ATTACKING

This is the strategy to use if you're either a novice or a bit of a lunatic. Basically, get loads of men up front and keep hammering away at the goal until your opponent gets all muddled by the action and lets a few in. By selecting an All Out Attack strategy you can really screw up the opponents' defence. What's more your midfield players will also come forward and apply even more pressure.

DEFENSIVE

Using a defensive strategy very much places the emphasis on not losing ground to the opposition so it's useful for tournament games in which you simply need to hang on to your position as opposed to trying to pull of some spectacular win. In the latter part of a game in which you're winning by a slight margin adopt the All Out Defending game which will give you a nigh impenetrable defence enabling you to hold onto your winning position.

LONG BALL GAME

Use this with the 4-2-4 or sweeper formations. When things look desperate and you sorely need to score some goals it will be this, if anything, that will get them. Basically it chucks more blokes up front and cuts out the middle men.

MORTAL K

CHARACT

The season to be jolly is over so let's get straight into the season to be downright bloody vicious. *MK3* is, without doubt, one of the finest beat-'em-ups all round so to get the most from it and all its gloriously gory moves, just memorise everything over the next four pages. And don't even think about going near that stupid 'no gore' mode.

TERMINAL(OGY)

- **A=** Away from opponent
- **T=** Toward the opponent
- **U=** Up
- **D=** Down
- **HP=** High Punch
- **LP=** Low Punch
- **HK=** High Kick
- **LK=** Low Kick
- **Blk=** Block
- **R=** Run
- **Hld=** Hold
- **Rel=** Release

SPECIALITIES

Animalities
Turn into a member of the animal kingdom and devour your opponent *MK* style. To do these spectacular finishing moves you [illegible] use **Blk** in your final [illegible] round and you must perform a Mercy.

Mercies
[illegible] let your opponent have some more energy [illegible] their [illegible] **D, D, D, D** [illegible] **D, D**

Babalities
To [illegible] your opponent [illegible] you cannot use **Blk** in your [illegible] winning round.

Friendships
To perform these hilarious but sissy moves you cannot use **Blk** in the final winning round. Both Babalities and Friendships can be [illegible] otherwise.

Stage Fatalities
Using the stage as a way to kill your opponent was a brilliant concept with the other *Mortal Kombat* games. This time there are three stages that will just cut you up (and your opponent too!). To do these you must be close to your opponent [illegible] **D**-Pad movements on either the [illegible] three stages.

SHANG TSUNG

The ever scheming sorcerer is still Shao Kahn's right-hand man. He is instrumental in Kahn's conquest of Earth and is granted more power than ever before.

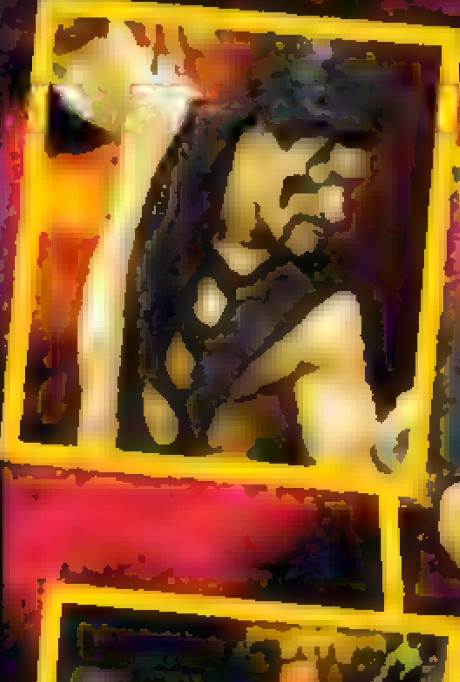
Flaming Skulls

(one)	**A, A, HP**
(two)	**A, A, T, HP**
(three)	**A, A, T, T, HP**

Ground Eruption
T, A, A, LK

Morphs

Sindel	**A, D, A, LK**
Jax	**T, T, D, LP**
Kano	**A, T, Blk** (fast)
Liu Kang	**T, D, A, U, T**
Sonya	**D+R+LP+Blk**
Stryker	**T, T, T, HK**
Sub Zero	**T, D, T, HP**
Cyrax	**Blk, Blk, Blk**
Sektor	**D, T, A, R**
Nightwolf	**U, U, U**
Sheeva	**Hld LK, T, D, T**
Kung Lao	**R, R, Blk, R**
Kabal	**LP, Blk, HK** (fast)
Fatality 1 (Up Close)	**Hld LP, D, T, T, D**
Fatality 2 (Up Close)	**Hld LP R, Blk, R, Blk**
Animality (Sweep Range)	**Hld HP, R, R, R**
Babality	**R, R, R, LK**
Friendship	**LK, R, R, D**
Stage Fatality	**U, U, A, LP**
5-hit Combo	**LK, HP, HP, LP, A+HK** (27% damage)



KOMBAT

TERS AND MOVES

SINDEL

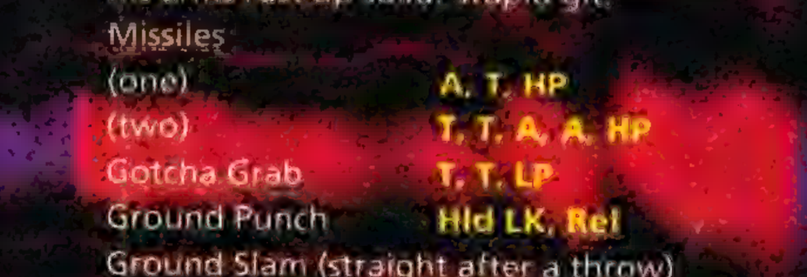
Sindel once ruled the outworld at Shao Kahn's side as his Queen. Now 10,000 years after her untimely death she is reborn on Earth. She is the key to his occupation on Earth. She's also a right old boiler with too much slap on her face.

Fireball	T, T, LP
Fireball (while flying)	D, T, LK
Fly	A, A T, HK
Scream	T, T, T, HP
Fatality 1 (Up Close)	R, Blk, Blk, R+Blk
Fatality 2 (Sweep Range)	R, R, Blk, R, Blk
Animality (Anywhere)	T, T, U, HP (you may need to Hld Blk first)
Babality	R, R, R, U (you may need to Hld Blk)
Friendship	R, R, R, R, A, U (you may need to Hld Blk)
Stage Fatality	D, D, D, LP
6-hit Combo	HK, HP, HP, D+HP, Jump Kick, Air Fireball (40% damage)

JAX

After failing to prove to his superiors of the Outworld Menace, Jax prepares himself for the forthcoming battle. He replaces his arms with indestructible, bionic implant arms to gain whatever advantage he can get over Shao Kahn. Sadly, there's a big rainstorm and his arms rust up solid. Stupid git.

Missiles (one)	A, T, HP
Missiles (two)	T, T, A, A, HP
Gotcha Grab	T, T, LP
Ground Punch	Hld LK, Rel
Ground Slam (straight after a throw)	Tap HP
Air Backbreaker	Blk
Dash Punch	T, T, HK
Fatality 1 (Far Away)	R, Blk, R, R, LK
Fatality 2 (Up Close)	Hld Blk, U, D, T, U
Animality (Up Close)	Hld LP, T, T, D, T
Babality	D, D, D, LK
Friendship	Lk, R, R, LK
Stage Fatality	D, T, D, LP
7-hit combo	HK, HK, D+HP, Blk, LP, A+HP (33% damage)



KANO

Thought to have been killed in the first Tournament, he is instead found in the Outworld and again escapes the clutches of Sonya Blade (frankly we'd quite enjoy being in the clutches of Sonya Blade). He persuades Shao Kahn to spare his life and soul. Kahn needed someone to teach his warriors how to use Earth's weaponry, so uses Kano.

Cannon Ball	Hld LK, Rel
Blade Throw	D, A, HP
Blade Uppercut	D, T, HP
Grab N Shake	D, T, LP
Air Throw	Blk
Fatality 1 (Sweep Range)	LP, Blk, Blk, HK
Fatality 2 (Up Close)	Hld LP, T, D, D, T
Animality (close)	Hld HP, Blk, Blk, Blk
Babality	T, T, D, D, LK
Friendship	LK, R, R, HK
Stage Fatality	U, U, A, LK
6-hit Combo	HP, HP, D+LP, D+HP, Jump Kick, Blade Slash (37% damage)

LIU KANG

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has stopped Kahn's schemes in the past Tournaments. He poses the greatest threat to Kahn and his newest plan to conquer Earth.

High Fireball	T, T, HP
Low Fireball	T, T, LP
Bicycle Kick	Hld LK, Rel
Flying Kick	T, T, HK
Fatality 1 (Anywhere)	T, T, D, D, LK

Fatality 2 (Anywhere) U, D, U, U, Blk+R

Animality (Sweep Range) D, D, U

Babality	D, D, D, HK
Friendship	R, R, R, D+R
Stage Fatality	R, Blk, Blk, LK
7-hit Combo	HP, HP, Blk, LK, LK, HK, LK (36% damage)

SONYA BLADE

Sonya disappeared after the first tournament but was later rescued from the Outworld by Jax. Jax and herself try to persuade the US Government of the pending invasion but they have no proof. So instead they go off to Las Vegas, get married and practise their special Close Friendship moves on each other.

Rising Bicycle Kick	A, A, D, HK
Leg Grab	D+LP+Blk
Energy Rings	D, T, LP
Square Wave Punch	T, A, HP
Fatality 1 (Anywhere)	A, T, D, D, R
Fatality 2 (More than Half Screen)	Hld Blk+R, U, U, A, D
Animality (close)	Hld LP, A, T, D, T
Babality	D, D, T, LK
Friendship	A, T, A, D, R
Stage Fatality	T, T, D, HP
6-hit Combo	HK, HK, HP, HP, LP, A+HP (31% damage)

STRYKER

When the portal opened between the Outworld and Earth, Stryker led a riot control brigade to find out what was happening. He found Shao Kahn was taking human souls. He is the lone survivor of a city once populated by millions. And he wears his cap backwards. Pah!

Grenade	
Slow	D, A, LP
Quick	D, A, HP
Baton Sweep	T, B, LP
Baton Grab	T, T, HK
Fatality 1 (Up Close)	D, T, D, T, Blk
Fatality 2 (A bit closer than Full Screen)	T, T, T, LK
Animality (Sweep Range)	R, R, R, Blk
Babality	D, T, T, A, HP
Friendship	LP, R, R, LP
Stage Fatality	T, U, U, HK
6-hit Combo	LK, HP, HP, LP, Jump Kick, Baton Grab (50% damage)

SUB-ZERO

Sub-Zero was betrayed by his clan-the Lin Kuei, so broke sacred codes of honour by leaving the clan. He is now marked for death and is hunted from two assassin droids sent to kill him. He now must not only defend himself from the onslaught of the Outworld menace but also the Robot Ninjas out to get him, and he stood in a pool of lava when he was walking to work this morning. He's having one of those days.

Ice Blast (freeze)	D, T, LP
Ice Shower	D, A, Hp
Ice Decoy	D, A, LP
Slide	B+LP+Blk+LK
Fatality 1 (Outside Sweep Range)	A, A, D, A, R
Fatality 2 (Up Close)	Blk, Blk, R, Blk, R
Animality (Up Close)	T, U, U (you may need to Hld Blk)
Babality	D, A, A, HK
Friendship	LK, R, R, U (you may need to Hld Blk)
Stage Fatality	A, D, T, T, HK
6-hit Combo	HP, HP, LP, LK, HK, A+HK (23 or 30% Damage)

KUNG LAO

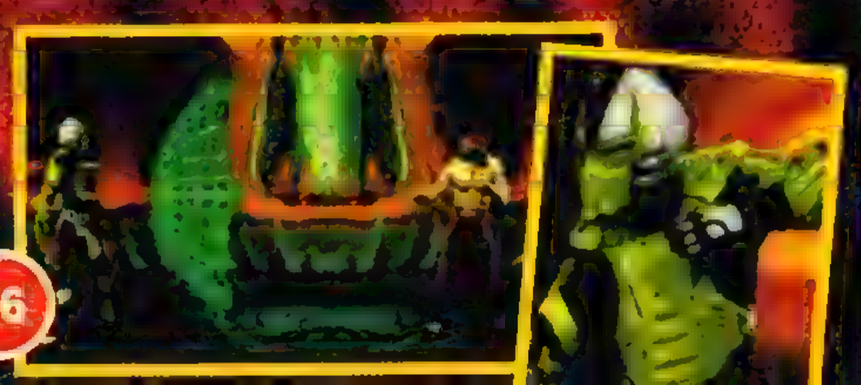
Lao's plan to reform the White Lotus Society comes to a halt when Kahn's invasion takes the world by storm. Kung Lao must use his greatest fighting skills to bring down Shao Kahn and his evil tyranny. So what does he do? He throws his hat at people. Oh, very scary.

Teleport	D, U
Hat Throw	A, T, LP
Spin	F, D, F, Tap R
Diagonal Flying Kick	U, D, HK
Fatality 1 (Anywhere)	R, Blk, R, Blk, D
Fatality 1 (Outside Sweep Range but not Up Close)	T, T, A, D, HP

CYRAX

Cyrax is a cybernetic prototype ninja, unit LK-4D4, built by the Lin Kuei. His purpose in the tournament is to assassinate Sub-Zero. He poses a great threat to Kahn as he has no soul for Kahn to tackle for that matter.

Net	A, A, LK
Grenade (Short Distance)	Hld LK, A, A, HK
(Far Distance)	Hld LK, T, T, HK
Teleport	F, D, Blk
Throw (While opponent is in the air and you're on the ground)	D, T, Blk then LP
Fatality 1 (Up Close)	D, D, T, U, R (you may need to Hld Blk)
Fatality 2 (Anywhere)	D, D, U, D, HP (you may need to Hld Blk)
Animality (Up Close)	U, U, D, D (you may need to Hld Blk)
Babality	F, T, A, HP
Friendship	R, R, R, U (you may need to Hld Blk)
Stage Fatality	R, Blk, R
6-hit Combo	HP, HP, HK, HP, HK, A+HK (30% damage)



KOMBAT

On the vs screen you enter the codes by using the buttons on joypad one for the first three entries and joypad two for the last three entries. The numbers after the symbols below indicate how many times you have to press the button to make the symbol appear.

D= Mortal Kombat Dragon (0)
L= Mortal Kombat Logo (1)
Y= Yin-Yang (2)
N= Number Three (3)
Q= Question Mark (4)
B= Lightning Bolt (5)
G= Goro (6)
R= Raiden (7)

SEKTOR

Also a cybernetic assassin, he is the first prototype of those. He was once human but volunteered for implantation because of his loyalty to the Lin Kuei. His prime objective is the Red Dragon mission to exterminate Sub-Zero.

Teleport Uppercut	T, T, LK
Chest Missile	T, T, LP
Lock-On Missile	T, D, A, HP
Fatality 1 (Sweep Range)	LP, R, R, Blk
Fatality 2 (More than Half Screen)	T, T, T, A, Blk
Animality (Up Close)	T, T, D, U (you may need to Hld Blk)
Babality	A, D, D, D, HK
Friendship (Full Screen)	R, R, R, D
Stage Fatality	R, R, R, D
5-hit Combo	HP, HP, HK, HK, A+HK (26% damage)

SHEEVA

Sheeva was handpicked by Kahn to serve as Sindel's protector. She became suspicious of Kahn's loyalty to her race when he puts Motaro as the leader of the extermination squads. They are the natural enemies to Sheeva's race, the Shovans. She has four arms so not only is she deadly, she's also a great juggler and a big hit at stag parties.

Stomp	A, D, A, HK
Teleport Stomp	D, U
Fireball	D, T, HP
Fatality 1 (Up Close)	T, D, D, T, LP
Fatality 2 (Up Close)	Hld HK, A, T, T
Animality (Up Close)	R, Blk, Blk, Blk, Blk
Babality	D, D, D, A, HK
Friendship (Outside Sweep Range)	D, T, D, T, LP
Stage Fatality	D, T, D, T, LP
7-hit Combo	HP, HP, LP, HK, HK, LK, A+HK

KABAL

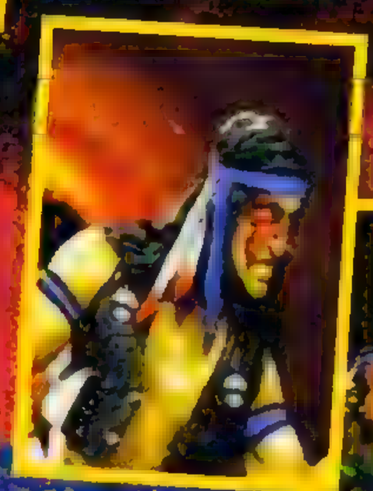
A [illegible] mystery to all. He is a survivor of an attack by [illegible] scarred badly. His face is covered in a metal mask and he has to use artificial respirators to stay alive. He vows to get his revenge on Kahn, if only he didn't feel so out of breath.

Eye Spark	A, A, HP
Tornado Rush	A, T, LK
Ground Saw	A, A, A, R
Fatality 1 (Up Close)	R, Blk, Blk, Blk, HK
Fatality 2 (Outside Sweep Range)	D, D, A, R, HK
Animality (Up Close)	Hld HP, T, T, D, T
Babality	R, R, LK
Friendship (Anywhere Outside Sweep Range)	R, LK, R, R, U
Stage Fatality	Blk, Blk, HK
7-hit Combo	LK, LK, HP, HP, D+HP, Jump Kick, Eye Spark (45% damage)

NIGHTWOLF

When [illegible] American Nightwolf [illegible] of his Shaman to protect his tribe's sacred land. This awakened a total hatred for Kahn's corruption of Earth to the point [illegible] He is all the problems too. Should've stayed on the Wigwam.

Green Arrow	D, R, LP
Shadow Shoulder Barge	T, T, LK
Hatchet Uppercut	D, T, HP
Projectile Reflect	A, A, A, HK
Fatality 1 (Far Away)	A, A, D, HP
Fatality 2 (Up Close)	U, U, A, T, Blk (you may need to Hld Blk)
Animality (Up Close)	T, T, D, D
Babality	T, A, T, A, LP
Friendship (Outside Sweep Range)	R, R, R, D
Stage Fatality	R, R, Blk
7-hit Combo	LK, HP, HP, LP, Hatchet Upper, Hatchet Upper, HK (41% damage)



CODES

Kombat Shao Kahn (8)

Skull (9)

No Throws — L D D-L D D

Energy and run bars are hidden — S K R-L Y N

Unlimited run — Q G G-Q G G

No blocks — D Y D-D Y D

Fight in the dark — G K K-Q Y Y

Fight in the dark, no Meters, random Morphs and no blocking — S K B-L Y B

Galaga Shooting game — G Q Y-Q G K

Character randomly morphs — Q G D-Q G D

1/2 Energy for player one — D N N-D D D

1/2 Energy for player two — D D D-D N N

1/4 Energy for player one — R D R-D D D

1/4 Energy for player two — D D D-R D R

'No Fear' message — Y K Y-Y K Y

'There is no knowledge that is power' message — L Y N-S Y G

'Hold flippers during Casino run, message — S K R-G G G

Fight Motaro — S G S-L Q L

Fight Shao Kahn — D N N-B G Q

Fight Noob Saibot — R G S-N Q Y

Fight Smoke — Y D B-Y D B

Ultimate Kombat Kode — D L S L Y-Y Y Y N Q

Play as Smoke

Here it is, the most comprehensive guide to games available on your SNES. The A to Zool of what's hot and what's not. Read this before you go anywhere near a games shop.

Super NES

Colour Coding

- Recommended games.
- New entries.

90 MINUTES (60%) ISS 49
It's like buying a new car and realising you've been given a second-hand one. It gets you from A to B but there's no sun-roof and the stereo's knackered. Sort of

ACTRAISER (91%) Iss 12
An arcade slash-'em-up with lovely graphics and loads of atmosphere.

ACTRAISER 2 (87%) Iss 26
A hack 'n' slash, without any of that tedious RPG/God nonsense.

ADDAMS FAMILY (70%) Iss 8
Good-looking and challenging arcade adventure. Unoriginal, though.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (89%) Iss 16
Pleasing 'n' challenging platformer.

ADDAMS FAMILY VALUES (80%) Iss 41
Addams Family Values inspirations are glaringly obvious, but that's not a bad thing. Not a bad attempt at reproducing *Zelda's* classic ideas and themes

THE ADVENTURES OF BATMAN AND ROBIN (89%) Iss 35
This is a fine example of what you can do with a licence if you really want to. Bar a couple of difficulty gripes, this is excellent stuff, but sixty quid? BLIMEY!

THE ADVENTURES OF MIGHTY MAX (81%) Iss 38
Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapesses at Sony.

AERO THE ACROBAT (83%) Iss 24
Clever and pretty platformer, which is different enough to be good fun.

AGURI SUZUKI (67%) Iss 19
Average, but fast racing game. It's very similar to *Pole Position*.

AAAHH!!! REAL MONSTERS (67%) ISS 48
An alright-for-a-first-go affair, which you probably already own several copies of. Nothing new here.

ALADDIN (85%) Iss 25
A tad easy, but it plays, looks and sounds lush. A whole new world.

ALFRED CHICKEN (75%) Iss 25
A fun platformer which is a bit too frustrating for its own good.

ALIEN³ (90%) Iss 18
Amazing animation and tough gameplay. The best SNES film licence ever!

ALL AMERICAN FOOTBALL (70%) Iss 31
A potentially great American footy game ruined by shoddy scrolling.

AMAZING TENNIS (33%) Iss 15
Ridiculously poor and completely unplayable tennis sim. A real dodo.

AMERICAN GLADIATORS (7%) Iss 22
No skill required, and the controls are tragically poor. Absolute rubbish.

ANOTHER WORLD (74%) Iss 12
Technically stunning and a potential classic, but it's far too easy.

AN AMERICAN TAIL (72%) Iss 31
Fievel goes west in a good looking formulaic cartoon-licensed plodder. Hmm. Kids' stuff.

ARDY LIGHTFOOT (65%) Iss 39
The only thing that isn't average about this game is the difficulty level-it's far too hard. Otherwise it's nothing special.

ART OF FIGHTING (61%) Iss 26
Looks a bit like a Neo-Geo title, but ultimately it's too clunky and dull.

ASTERIX (77%) Iss 20
Great licence, but it's wasted on this disappointingly average platformer.

ASTRO GO! GO! (80%) Iss 32
Bonkers colours, crazy ships and fast action illuminate an imperfect racer.

BALLZ (69%) Iss 34
An interesting novelty beat-'em-up, bolstered by (too much?) Mode 7 graphics and some humourous moves, but ultimately *Ballz* is well short of gameplay and yes, I'm afraid it does live up to its name.

BATMAN FOREVER (91%) Iss 46
A smart movie licence combining excellent film atmosphere with great gameplay.

BATTLEMANIACS (68%) Iss 22
Visually brilliant, but the gameplay is the same as NES *Battletoads*

BATMAN (66%) Iss 19
Moody levels and a good-looking Batman don't save this one.

BART'S NIGHTMARE (53%) Iss 12
Good-looking and varied, but the gameplay's a bit too random.

BASSIN'S BLACK BASS (74%) Iss 43
A bonkers idea, but somehow it works and it gives a very realistic feeling of fishing. It's fairly easy to master though, and becomes boring after a while.

BATTLETOADS DOUBLE DRAGON (58%) Iss 33
Okay for a bit of a beat-'em-up knock about, but it's not one you will want to keep going back to. Certainly not at this price, anyway matey!

BEAUTY AND THE BEAST (79%) Iss 33
Solid platform romp that looks great, sounds great, and poses a good challenge, but you can't help wondering what the punchline is?

BEAVIS AND BUTT-HEAD (19%) Iss 47
Why oh why do we have to put up with utter crud like this? Take it away please.

BIKER MICE FROM MARS (65%) Iss 39
Pretty good fun with some funky characters and smart enough looks, but lacking sufficient variety, adrenaline and depth of gameplay to make it a real winner.

BIOMETAL (80%) Iss 29
Perfectly respectable shoot-'em-up with a great soundtrack.

BLACKHAWKE (85%) Iss 37
Very similar to *Flashback* in terms of style and gameplay-the graphics are brilliant-but somehow it's a lot more fun to play. Top stuff.

BLUES BROTHERS (68%) Iss 19
This could have been a classic, but it's too unoriginal, and too blimmin' easy.

B.O.B. (70%) Iss 18
A cute and fairly appealing platformer, but it's simply not varied enough.

BOMBER MAN (93%) Iss 15
The best four-player game ever! Great value for money!

BOMBER MAN 2 (91%) Iss 47
Without even a hint of a doubt's distant cousin, undeniably the best *Bomberman* yet.

BOOGERMAN (74%) Iss 41
It's offensive and inoffensive at the same time, but it plays well enough and is a bit of a giggle, which is always a good thing

BREATH OF FIRE (55%) Iss 34
Maybe I've been a bit harsh. It's as good as a purely stats based RPG can get. The problem is that they can never get any good, as far as I'm concerned.

BRETT HULL HOCKEY (79%) Iss 25 This is a fine attempt at an ice hockey game. Looks and sounds great.

BRUTAL PAWS OF FURY (79%) Iss 37
Loads of options and a fair amount of variety are let down by some wooden gameplay and the sickly niceness of it all.

BUBSY (81%) Iss 20
This is a very fast and pretty platformer, but it's too easy.

BUST-A-MOVE (95%) Iss 44
Utterly stupendous. All that talk about playing it until your head explodes is true. Completely addictive and 100% slick, this is one of the best puzzle games ever.

BUSTER BUSTS LOOSE! (87%) Iss 18
Neat-looking and cuddly platformer. Can't be bad.

CALIFORNIA GAMES II (31%) Iss 17 Unbelievably basic and repetitive attempt at a sports sim. Yawn!

CAL RIPKEN JUNIOR (65%) Iss 28 A fairly grotty game which is almost impossible in one-player mode.

CANNON FODDER (93%) Iss 37
An awesome shooty game that actually takes a bit of brain-power to waste each and every scumbag on the face of the planet. Less of a way of life, more like a brill game.

CAPTAIN AMERICA (31%) Iss 23
Diabolical-looking beat-'em-up with laughable scrolling. A real travesty.

CARRIER ACES (45%) Iss 43
Flight sims rarely work on the SNES. It looks good and the idea is great, but this is one Carrier that should be mothballed.

CASTLEVANIA IV (74%) Iss 7
A good-looking swing 'n' slice-'em-up. It's a bit samey, but loads of fun.

CHAMPIONS WORLD CLASS SOCCER (55%) Iss 29
Mediocre footy game that doesn't live up to its Ryan Giggs licence.

THE CHAOS ENGINE (90%) Iss 29
Thoroughly entertaining and well worked strategic war game.

CHARLES BARKLEY: SHUT UP AND JAM (80%) Iss 31
Entertaining and playable basketball-'em-up that is unfortunately utterly overshadowed by *NBA Jam*.

THE CHESSMASTER (79%) Iss 21
If you're a chess-head you'll like this. If you're not you won't. Simple.

CHOPLIFTER III (89%) Iss 28
Addictive classic with brilliant graphics and sizzling gameplay. Excellent.

CHUCK ROCK (61%) Iss 14
A very basic platformer. It's pretty, but the gameplay's just too simplistic

CLAYFIGHTER (87%) Iss 27
What's this? A humourous beat-'em-up? Your next challenge, perhaps?

CLAY FIGHTER 2 (89%) Iss 38
The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it.

CLAYMATES (77%) Iss 22
Original platformer with great sprites, but sloppy level design.

CLIFFHANGER (24%) Iss 26
The second worst SNES game ever. *Last Action Hero* is the worst, though.

COOL SPOT (92%) Iss 24
Wonderful to look at and wonderful to play – wonderful *Cool Spot*.

COSMO GANG (69%) Iss 19
Basic-looking puzzler. Fun for two, but extremely boring for one.

CRAZY SPORTS (54%) Iss 21
A kind of *James Pond* 'sport' sim with primitive graphics and no challenge.

CYBERNATOR (83%) Iss 19
Get used to the cumbersome controls and you'll find a fab blaster here.

DAFFY DUCK (75%) Iss 25
A polished and funny platformer which is, sadly, a bit limited.

DARIUS TWIN (62%) Iss 14
This shooter is action-packed, but it can get seriously repetitive, too.

THE DEATH AND RETURN OF SUPERMAN (79%) Iss 37
We've seen all of this before and lots of times. *Superman's* a well executed example of it, but a couple of years too late.

DEMOLITION MAN (75%) Iss 46
There are so many better alternatives it's hard to recommend this. A couple of years ago this would have been great but now it just doesn't compete.

DEMON'S CREST (82%) Iss 40
Strange game that seems a little dated but provides entertainment in abundance. Good players will finish it with ease, but it's a still a slick adventure.

DENNIS (65%) Iss 24
Platform game which looks good, but just doesn't play well enough.

DESERT FIGHTER (71%) Iss 28
A dodgy shoot-'em-up, hidden behind mock sophistication.

DESERT STRIKE (88%) Iss 13
An excellent blaster with a great mix of shooting and strategy.

DEVIL'S COURSE (43%) Iss 22
A giant crazy-golf game which is too hard and uncontrollable to be fun.

D-FORCE (67%) Iss 10
This vertical scroller looks basic, but it might keep you amused for a while.

DINO DINI SOCCER (60%) Iss 37
After the first two *Dino* games, this one is a disappointment. A good package all-round, but simply not much fun to play.

DINOSAURS (55%) Iss 11
Big, pretty and playable . It's all extremely standard stuff, though.

DIRT RACER FX (30%) Iss 41
Dirt Racer stinks like decaying flesh left out on the lawn in a heat wave. If Elite want a quote for their advertising campaign here it is: what a load of toilet.

DIRT TRAX FX (80%) ISS 48
Playable and fun in a Shame About The Crap Computer Players And The Lack Of Challenge sort of way.

DRACULA (46%) Iss 22
Primitive graphics and uneventful gameplay. A wasted licence.

DOOM (93%) Iss 46
Gut-wrenchingly, spleen-splittingly, gore-spreadingly, gun-totingly, arse-poppingly, GREAT! Get it for your gran.

DRAGON (91%) Iss 31
The story of the film of the bloke who was exceptionally good at hitting and kicking people. A massively entertaining and playable beat-'em-up.

DRAGON'S LAIR (93%) Iss 10
Probably the most tortuous and atmospheric game you'll ever play!

EARTHBOUND (85%) Iss 45
No innovation and it looks a dozen years old, but getting a popular writer to construct a rock-solid story was a stroke of genius.

EARTHWORM JIM (95%) Iss 35
Must I really say it all again? This is stunning. It breaks all the rules to splendid effect and basically sets a bit of a standard in platform quality. Top stuff.

EARTHWORM (90%) Iss 48
Not significantly different from the first game, but the challenges are new. Deserves to be one of the top performers of the year.

EQUINOX (91%) Iss 29
Brilliant and beautiful Mode 7 platform adventure.

EXCITE STAGE 95 (75%) Iss 44
Nothing unexpected here. It was fun for a while but I think this is only a safe bet for real fanatics who have to own every soccer game out there.

EYE OF THE BEHOLDER (73%) Iss 32
Not the best, but certainly one of the better dungeons and dragons RPG adventures. Point 'n' click.

F1 CIRCUS (64%) Iss 10
Loads and loads of options, but the viewpoint is confusing.

F1 EXHAUST HEAT (59%) Iss 12
Nice Mode 7 racetracks but the gameplay is a complete non-starter.

F1 POLE POSITION (84%) Iss 22
The emphasis is on realism rather then playability, but it's still very nice.

FATAL FURY 2 (78%) Iss 26
This is a better than average beat-'em-up, but *Turbo* still reigns supreme.

FEVER PITCH SOCCER (85%) Iss 42
It might lack the realism of *ISS*, but as an alternative it's fast, furious footy, and full of fouls. And it's fun.

FIFA INTERNATIONALSOCCER (90%) Iss 30
One of the best footy games around. Great control, masses of options and banging animation.

FIFA '96 (89%) Iss 47
No real improvement on the last version and while that was groundbreaking, this isn't. The improvements should have been greater.

FIGHTER'S HISTORY (79%) Iss 32
An almost perfect *Street Fighter* clone, but let down by some disappointing gameplay flaws.

THE FIREMEN (87%) Iss 40
This innovative top-down squirt-'em-up is tough and great fun to play but not nearly big enough. Well worth considering though.

FIRST SAMURAI (80%) Iss 21
A good, solid platformer with lots of action. Stands out from the crowd.

FLASHBACK (85%) Iss 25
Brilliant platform adventure which looks and sounds really special.

FLINTSTONES (70%) Iss 31
Great looking cavey cartoon romp with funky tunes. A bit easy and very basic. Good for kids and big kids alike.

FOREMAN FOR REAL (65%) Iss 47
Sort of adequate in every way but nothing more. Boxing games need to be very special to work at all so unless you're an out and out boxing freak forget it.

FRANTIC FLEA (91%) ISS 48
Frantic Flea is a big mound of arse.

F-ZERO (91%) Iss 5
This burn-up really has to be seen to be believed! Heart-pumping stuff.

FULL THROTTLE (49%) Iss 42
This look like an NES game but plays like a *Game and Watch*. Too slow, not enough variety and a stupid idea. Shame that.

FUN'N'GAMES (78%) Iss 33
A varied package containing chirpy, cheery fun for the preschool and early infant generation. Should put smiles on faces. Parents' face, that is.

GIVE 'N' GO (41%) ISS 48
If *NBA Jam* is the yard-stick, this reaches about an inch up to it. It's a balls up and no mistake.

GODS (80%) Iss 15
A great-looking title, with a nice balance of killing and puzzles.

GOOF TROOP (63%) Issue 23
Zelda-esque puzzler which is a bit simplistic, but fun with two players.

GP 1 (60%) Iss 22
Okay, but it doesn't capture the thrills of real high-speed racing.

HAGANE (86%) Iss 42
Gut-wrenchingly good gameplay, lots of action, wrapped around a slighty dated concept. On balance bloody brilliant.

HARDBALL (62%) Iss 34
As far as Baseball games go *Hardball* is it a bit poor really, with dodgy gameplay being the order of the day. With the extra import price, we can't recommend it.

HARLEY'S HUMUNGOUS ADV. (45%) Iss 16
A very poor excuse for a platformer. Avoid this!

HEBEREKE'S POPOITTO (78%) Iss 48
Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a rewarding and challenging cart.

HEBEREKE'S POPOON (90%) Iss 37
A hugely addictive and very odd puzzler based on *Tetris* and *Puyo Puyo* with ker-ay-zee special attacks and plenty of silly effects.

HOME ALONE 2 (53%) Iss 13
This sprawling platformer is big, empty and contains nothing new.

HOOK (60%) Iss 11
If you liked the Robin Williams' film, you'll be disappointed with this.

HUMANS (72%) Iss 28
A neat, 80 level, *Lemmings*-style puzzler. You could do worse.

ILLUSION OF TIME (86%) Iss 42
An enormous and very entertaining RPG. It's not the best, but then what is? Ah, yes, it's *Zelda*, isn't it?

INDYCAR RACING (70%) Iss 37
Adequate and playable, but floored and ultimately boring, this is a bit of a disappointment despite the good split screen mode. Shame, eh.

THE INCREDIBLE HULK (80%) Iss 34
A top licence with some great action, infuriating puzzle sections but little atmosphere and too little imagination. We woz disappointed by the lack of scope with Banner's character.

SUPER INTERNATIONAL CRICKET (84%) Iss 43
It recreates cricket almost perfectly, whether that's good or bad depends if you like cricket or not. It's an excellent sports sim but lacks any arcade-style fun.

ISS DELUXE (95%) Iss 47
The perfect blend of excitement and realism. Quite simply the best footy sim that has ever appeared on the SNES.

JELLY BOY (90%) Iss 24
It doesn't really have any major faults. *Jelly Boy* is basically just a well above average platformer, bordering on the brill.

JIMMY CONNOR'S TENNIS (93%) Iss 15
A highly playable tennis sim for up to four players.

JOE 'N' MAC (72%) Iss 9
Uncontrollable and too easy to finish. It's fairly good fun, though.

JOE 'N' MAC 2 (73%) Iss 31
More, and slightly better caveman ninja antics.

JOHN MADDEN '93 (86%) Iss 13
A brilliant game, but if you have the choice, get *Madden NFL '94* instead.

JUDGE DREDD (86%) Iss 43
Dredd was always going to be good material for a game, and Acclaim have delivered an exciting adventure full of surprises.

JUNGLE BOOK (85%) Iss 30
Pretty musical romp with bucketloads of gameplay.

JUNGLE STRIKE (91%) Iss 42
EA have improved *Jungle Strike* in every way. It's an excellent blaster with a great mix of shooting and strategy. Get it!

JURASSIC PARK (84%) Iss 23
Good-looking action game, with some excellent 3D sections.

JUSTICE LEAGUE (58%) Iss 44
A very poor fighting game that just stupidly throws away some brilliant super-hero potential.

KICK OFF 3 (89%) Iss 30
Gorgeous scrolling animation that's fun to play and will last for ever in two-player mode.

KID KLOWN IN KRAZY CHASE (78%) Iss 39
Crazy can be defined as insane, fantastic, ridiculous or extremely fond of. Sadly none of the above apply to this innovative but disappointing cart.

KIKIKAIKAI NINJA (76%) Iss 17
This cute shoot-'em-up is good fun, but it's not really big enough.

KILLER INSTINCT (92%) Iss 46
A top job of converting a coin-op classic to the 16-bit. Looks great, sounds great, plays great. It's great!

KING ARTHUR'S WORLD (78%) Iss 17
A slick, but slow strategy game.

KING OF DRAGONS (60%) Iss 30
Scrolling beat-'em-up turkey.

KING OF THE MONSTERS (41%) Iss 10
A dire cross between *Godzilla* and *WWF*. Eurgh!

KIRBY'S AVALANCHE (91%) Iss 47
This is one of the best puzzle games ever released, on any format, anywhere. Su-polb!

KNIGHTS OF THE ROUND (51%) Iss 31
Pointless swordy beat-'em-up. Even worse than *King Of Dragons*.

KRUSTY'S SUPER FUN HOUSE (80%) Iss 8
Gloomy, but atmospheric puzzler. Worth a look.

LAGOON (79%) Iss 22
This is a nicely structured and playable role-playing game.

LAS VEGAS STAKES (20%) Iss 21
Gambling game with no risk and no money to win. What's the point?

LAMBORGHINI AMERICAN CHALLENGE (91%) Iss 23
Nice looking and highly playable racer. Includes a bizarre Super Scope option.

LAWNMOWER MAN (79%) Iss 24
Potentially superb, with some great sub-games, but ultimately flawed.

LEGEND (76%) Iss 33
So stale and derived that it's pointless, but I suppose it's a good version of *Golden Axe*. Make your own mind up whether or not that's a good thing.

LEGEND OF THE MYSTICAL NINJA (90%) Iss 25
Professional role playing arcade game. Very good.

LEMMINGS (81%) Iss 10
The squillion-year-old classic comes to the SNES and it's still fun and frantic.

LEMMINGS 2 THE TRIBES (90%) Iss 25
For my money this is the best puzzle game you can get for the SNES. It builds on the original brilliantly. At last a thinky game that's top fun for all

LETHAL ENFORCERS (70%) Iss 27 This is a fun blaster, but at £75 it's also ludicrously expensive.

LETHAL WEAPON (84%) Iss 16
Unimaginative use of a movie licence. A standard platform beat-'em-up.

LIBERTY OR DEATH (79%) Iss 32
Historically accurate American War Of Independence sim. Unusual for the SNES, but very involving.

LOST VIKINGS (87%) Iss 17
Hard-core cerebral action. Good-looking, innovative and slick.

MADDEN NFL '94 (93%) Iss 27
Best American footy sim to date. Playable, exciting and realistic.

MADDEN '95 (84%) Iss 37
What a shame that Ocean couldn't have actually improved *Madden*, instead of making it less satisfying to play. *Madden'94* still rules the SNES.

MAJOR TITLE (86%) Iss 26
The best golf sim on the SNES. It's basically the UK version of *Irem Skims*.

MARIO ALL-STARS (99%) Iss 21
Four *Mario* games on one cart – definitely the best cart ever!

MARIO AND WARIO (62%) Iss 24
At last, another Super NES mouse game. It's far too easy and irritating, though.

MARIO IS MISSING (82%) Iss 21
'Edutainment' game which is both fun and educational. Engrossing stuff.

MARIO PAINT (48%) Iss 10
A user-friendly art and music package but it's far too limited. Disappointing.

MARIO'S PICROSS (80%) ISS 48
Should be as dull as ditch-water but like all good puzzle games the simple idea grips you and won't let you go. Surprisingly brilliant.

MARIO'S TIME MACHINE (83%) Iss 26
An excellent blend of fun and facts. Surf and meet Newton!

THE MASK (82%) Iss 47
Considering the price of cigars these days, this nice try doesn't get one. Not quite, anyway. It can have a twig instead. Good platformer.

MAXIMUM CARNAGE (63%) Iss 35
An absolute scrolling beat-'em-up freak will get a few kicks, but it's not really breaking any new ground.

MECH WARRIOR (85%) Iss 30
Flying around with adventure, strategy and combat simulation. Great fun!

MECH WARRIOR 3050 (57%) ISS 48
This could so easily have been a top title. The slowness is forgivable but the lack of mission most certainly isn't.

MEGA-LO-MANIA (85%) Iss 27
Slick, well-polished god sim. Wage wars and conquer islands. What fun!

MEGA MAN SOCCER (71%) Iss 31
What could have been one of the best soccer games to date is too slow and too much effort.

MEGA MAN X (86%) Iss 27
Shoot 'n' collect platformer with smart graphics. Could've been better, though.

MEGA MAN X2 (75%) Iss 41
Like Stonehenge, it's okay for an occasional visit but it's remained unchanged since it was first created. A bit more thought next time, eh chaps?

MEGA MAN 7 (81%) ISS 48
Boringly good in too many ways, the latest in the Mega Man series

delivers... well... the same as its predecessors really. Ho hum....
METAL MARINES (86%) Iss 28
Complex strategy game, which should keep the most ardent action-head happy.
METROID (94%) Iss 30
Absolutely massive scrolling, platform shooter with plenty to do, a varied soundtrack and attractive graphics.
MICHAEL JORDAN:CHAOS IN THE WINDY CITY (82%) Iss 38
It isn't a basketball game as such, but-for once-it's an innovative use of a licence that works really well.
MICKEY AND MINNIE (75%) ISS 48
It looks great and plays pretty well, but it's a bit too easy to complete and far too similar to its predecessors.
MICRO MACHINES (91%) Iss 35
The biggest speed thrill you can get without showing up on one of those Police Stop videos. An instant classic.
MICRO MACHINES (93%) ISS 49
The latest and best incarnation of a racing game that spawned its own genre. Superb multi-player fun: a Must Buy
MIGHT AND MAGIC (60%) Iss 24
Tedious RPG. An outdated fantasy for dweebs with dice for brains.
MONOPOLY (41%) Iss 17
Pointless and expensive. Just buy the board game instead.
MORTAL KOMBAT (70%) Iss 21
An okay fighting game, but ultimately it's too repetitive and limited.
MORTAL KOMBAT II (93%) Iss 33
Fantastic sequel to a dreadful original beat-'em-up and perhaps the biggest improvement any game has ever undergone. Ever!
MORTAL KOMBAT 3 (94%) Iss 46
A highly polished and unbeatably satisfying addition to the series. Certainly the best of the bunch.
MR TUFF (60%) Iss 41
As we'd expected *Mr Tuff* offers you nothing new. It fails to capture the imagination or make the adrenaline flow.
MUSCLE BOMBER (71%) Iss 32
Retards in leotards raise a wrestling smile. This good looking game is let down by mediocre gameplay.
MUSYA (59%) Iss 8
Dull Oriental arcade adventure. There are some neat bits in there, though.
NBA ALL-STAR (48%) Iss 20
Excellent graphics but dull gameplay – even with two players.
NBA JAM (86%) Iss 27
The best basketball sim around. Up to four players and lush graphics.
NBA LIVE '95 (72%) Iss 37
A few tweaks, a bit of repackaging, but it's just *NBA Showdown* all over again. Oh alright, it's a bit better, but it's hardly worth it.
NBA LIVE '96 (77%) Iss 47
A top example of a sturdy, solid game, but one that suffers from being done entirely by the book.
NFL QUARTERBACK CLUB (90%) Iss 39
NHLQC is better than *Madden* in a lt of ways. *Madden* looks better but this is more testing and varied.
NHL'96 (92%) Iss 37
Plenty of minor improvements over *NHL '94* make this a fine game, but be warned, it really is the same old thing.
NHL'96 (92%) Iss 47
As ever this is a must if you don't own an ice hockey title, but no real advance on old versions of *NHL*.
NHLPA HOCKEY '94 (91%) Iss 27
The best hockey sim around. It even has a five-player option.
NHLPA ICE HOCKEY (91%) Iss 14
A realistic and highly playable ice hockey sim. Very nice.
NIGEL MANSELL (71%) Iss 22
Very good in most respects, but there's no two-player game.
NOSFERATU (70%) Iss 40
A smart looking and fairly testing game that should be enthralling but falls distinctly on the side of disappointment and tedium.
OBELIX (73%) Iss 45
It's like playing one of the books. The attention to detail on the graphics is brilliant. It's just a pity that it was all wasted by the lack of moves.
OPERATION STARFISH (79%) Iss 41
It's bigger than most platformers, and although eligible for a bus pass and meals on wheels, its heart in the right place.
OUT TO LUNCH (71%) Iss 23
Cute and addictive platformer which is too unoriginal and uncontrollable.
PAPERBOY 2 (32%) Iss 10
Unbelievable. Almost as bad as doing the real thing.
PAC ATTACK (60%) Iss 30
Fantastically addictive, professional-looking but absolutely pointless.
PAC IN TIME (82%) Iss 39
Refreshingly different and surprisingly, very jolly. *Pac In Time* is a top platformer and about a hundred billion times better than that original *Pac-Man* cack.
PAC-MAN (60%) Iss 30
Eat the dots on all, erm, one level.and it's addictive. Honest.
THE PAGEMASTER (71%) Iss 38
Slickly produced and everything. But honestly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive.
PARODIUS (87%) Iss 9
A fun shoot-'em-up with plenty to get your teeth into. Too easy, though.
PGA TOUR GOLF (69%) Iss 11
A nice user-friendly golf sim, with a simple layout and easy-to-use menu.
PHANTOM 2040 (79%) Iss 43
Quite a nice surprise – a game that lacks in hype but delivers most of the goods first time. Well done.
PILOTWINGS (91%) Iss 11
Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!
PINBALL DREAMS (76%) Iss 28
A big game on other formats, which doesn't make the grade on the SNES.
PINBALL FANTASIES (65%) Iss 37
Should be a great pinball experience, but somehow turned from amazing Amiga game to sad SNES title. What went wrong?
PINK PANTHER (65%) Iss 29
Predictable cartoony platformer.
PLAYER MANAGER (60%) Iss 22
One of the more playable games of its type, but it's still for fanatics only.
PLOK! (80%) Iss 24
A game with that elusive feel-good factor. Looks, sounds and plays great.
POCKY & ROCKY 2 (79%) Iss 40
Fiendishly tough at the end, but pitifully easy for the most part. It's a great blast and a little bit different, but the crap difficulty curve spoils it somewhat.
POOL (82%) Iss 23
Good ball movement and a smart two-player mode. Boring for loners, though.
POP 'N' TWINBEE (78%) Iss 20
Cute, top-down, scrolling shoot-'em-up. It's a lot of fun, but won't last long.
POP 'N' TWINBEE 2 (90%) Iss 27
Smart platform extravaganza which stands out from the crowd.
POPULOUS (61%) Iss 12
A good conversion of the old god-game, but the novelty's worn off now.
POPULOUS 2 (83%) Iss 32
Bigger and better. Mousey smiles with a long life.
POWER DRIVE (80%) Iss 37
A strange mixture of frustration, repetition and sheer addiction. And exciting and hefty (if somewhat flawed challenge.
POWERMONGER (70%) Iss 19
Huge god-game which takes a while to get into, but is mildly addictive.
PRINCE OF PERSIA (84%) Iss 9
Very tough arcade puzzler. Lovely graphics and stunning animation.
PREHISTORIK MAN (43%) Iss 44
A great platformer to play, and if you like finishing a game in the same afternoon you forked out 40 quid for it then you'll love it. But no one's that stupid are they?
PRIMAL RAGE (79%) Iss 46
Well, good enough, I suppose. But certainly not special enough to shove the current favourites out of the race.
PUSHOVER (68%) Iss 13
Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.
PUTTY SQUAD (90%) Iss 42
An imaginative and atmospheric strategic platformer. It'll make you laugh, it'll make you rant, it'll make you drop your underpants. Get it. It's different!
QUARTERBACK CLUB (85%) ISS 49
This close competitor to Madden includes some good stuff on the management and training side. Not at all shabby, but overall is still second best.
R-TYPE III (88%) Iss 26
Bit small, but a vast improvement over the other *R-Types*. Lush graphics.
RACE DRIVIN' (17%) Iss 12
Probably the worst Super NES driving game ever. Pathetically slow graphics.
RAMPARTS (68%) Iss 20
This mixture of two game styles – *Tetris* and a war game – is far too easy.
RANMA (66%) Iss 25
A nifty, best-of-three-rounds beat-'em-up which wins no prizes for originality.
RANMA 1/2 PART 2 (68%) Iss 16
This is almost the same as the original, but with a few added frills.
REN AND STIMPY (24%) Iss 23
Cartoon-perfect graphics, but an almost complete lack of gameplay.
THE REN AND STIMPY SHOW (59%) Iss 35
If you're a big fan of the cartoon, *Time Warp* may just about keep you mildly amused. If not, avoid this tedious cart.
RISE OF THE ROBOTS (72%) Iss 37
Fairly entertaining for a while, darn good looking but a bit shallow. It won't last all that long and sadly doesn't live up to the hype.
RIVAL TURF (70%) Iss 9
Good, two-player stroll'n'beat-'em-up with high-speed gameplay.
ROBOCOP 3 (37%) Iss 12
A major disappointment. Poor graphics and non-existent gameplay.
ROBOCOP VS THE TERMINATOR (59%) Iss 24
Ropey platform shoot-'em-up. Avoid this game!
ROCKY RODENT (68%) Iss 22
All the makings of a fine platformer, but it's not very original.
RPM RACING (46%) Iss 9
More of a tourer than a racer – it's far too slow to get the blood rushing.
RUN SABER (60%) Iss 21
This certainly has the looks, but it's dead simple to finish. Pity.
RUSHING BEAT RUN (53%) Iss 21
Double Dragon/Final Fight rip-off which is just too darn boring.
SEAQUEST DSV (83%) Iss 39
The TV series aspired to be an underwater *Star Trek* and the game desperately wants to be *Desert Strike*. Both have made valiant attempts but fallen sadly short.
SECRET OF EVERMORE (79%) Iss 41
A good game in many respects but not really an RPG as we've come to know them. Give it a go if you want a light weight quest to solve.
SECRET OF MANA (90%) Iss 26
Almost as good as *Zelda*, which is no mean feat. Staggering graphics.
SENSIBLE SOCCER (94%) Iss 25
An almost unbeatable footy sim with excellent controls and features galore.
SEPTENTRION (80%) Iss 21
Fab arcade adventure with lovely graphics. (Jap instructions, though.)
SHADOWRUN (81%) Iss 21
Big, moody and violent RPG with intriguing plot and complex puzzles.
SHANGHAI 2 (49%) Iss 26
It's all right, but it's not nearly as good as the real thing.
SIDE POCKET (89%) Iss 29
Surprisingly playable pool sim.
SINK OR SWIM (72%) Iss 40
A thoroughly ugly dame, with all the aesthetic appeal of a cowpat. But look beneath the surface and you'll find some entertaining gameplay.
SKULJAGGER (61%) Iss 13
Bland scenery, basic animation and bog-standard action. Lacklustre stuff.
SKYBLAZER (92%) Iss 27
Dazzling platform beat-'em-up, packed with variety and action.
SIM CITY (94%) Iss 7
Possibly the best-value game ever! A simple concept, but a huge game.
SMASH TENNIS (94%) Iss 31
A stonking and understandably popular tennis sim. The only real alternative to *Smash Tennis*.
THE SMURFS (87%) Iss 34
Beautiful graphics combined with surprisingly intelligent gameplay and a certain je ne sais quoi make *The Smurfs* a must-buy for all you platform junkies.
SOCCER (88%) Iss 39
It's joining an over flowing footy gene pool but *ISS* deserves mid-table respectability at the very least-it's pushing towards the top of the table.
SOCCER KID (64%) Iss 28
Awful controls, frustrating gameplay and very little lasting appeal.
SOUL BLAZER (89%) Iss 12
Similar to *Zelda*, and almost as good. Huge, atmospheric and pretty.
SOS (81%) Iss 32
Topsy-turvy platform adventures on a sinking ship. Good stuff.
SPARKSTER (84%) Iss 35
Konami come up trumps again with this high-octane, blast-tastic, fun platformer that's only fawed by those pesky passwords.
SPECTRE (81%) Iss 30
A beautiful retro tanky shooty classic.
SPEED RACER (66%) Iss 31
A racing/platform combination à la *Batman Returns*, based on the classic cartoon. Neither sections match up to the image, though.
SPIDER-MAN AND THE X-MEN (67%) Iss 13
Very average Marvel action. The comics are more fun.
SPIDERMAN (53%) Iss 41
Quite why there's never been a decent comic book game is beyond me. Anyway, this one's not gong to change anything. Bland.
SPINDIZZY WORLDS (91%) Iss 14
A wonderful, puzzley arcade game with bags of variety.
STANLEY CUP (53%) Iss 27
Impressive Mode 7 ice rink which makes this hockey game unplayable.
STARGATE (78%) Iss 40
In six months the film and the game will be forgotten but this SNES offering will give you a few days of good solid blasting.
STAR TREK: FUTURE'S PAST (72%) Iss 44
It has all the options you'd expect from a top-notch PC game but suffers from being slow and a bit tiresome.
STARWING (96%) Iss 16
Also called *Starfox*, this FX-chip game is the best shoot-'em-up ever!
STREET FIGHTER I (94%) Iss 6
Sound, graphics and gameplay in perfect harmony!
STREET FIGHTER 2 (97%) Iss 32
One of, if not the most enjoyable games ever made. It is utterly stunning in every respect, and is a real improvement all round on *SFII* and *Street Fighter Turbo*
STREET FIGHTER II TURBO (96%) Iss 21
This is unmissable. There'll never be a better beat-'em-up!
STRIKE GUNNER (51%) Iss 12
A scrolling shooter with nice-looking ships, but tedious gameplay.
STRIKER (94%) Iss 20
Simply the best footy game available for the Super NES at the moment.
STUNT RACE FX (94%) Iss 32
Stupidly good driving game with great vehicles whose eyes bulge Makes *Virtua Racing* look like a Sunday drivers' convention.
SUNSET RIDERS (78%) Iss 23
A simple blaster with some nice touches, but not enough variety.
SUPER ADVENTURE ISLAND 2 (80%) Iss 33
One of those games that is both simple and complicated, and it's payable and addictive into the bargain...I dare you not to enjoy it! Now there's a challenge.
SUPER AIR DIVER (49%) Iss 22
Fast and good-looking, but the gameplay is highly repetitive.
SUPER ALESTE (85%) Iss 12
If it's vertically-scrolling shooters you're after, this is the business!
SUPER BATTER UP (49%) Iss 18
Cack-looking, uncontrollable and stupidly tough baseball sim.
SUPER BATTLETANK (50%) Iss 14 This is like *Desert Strike*, but with tanks. And it's very tedious.
SUPER BATTLETANK 2 (70%) Iss 33
An entertaining variation on a classic theme-somehow lacks the simple gameplay appeal of *Battlezone*, and fails to create the atmosphere of, say, *Jungle Strike*.
SUPER BC KID (85%) Iss 38
It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be bigheaded. He's in a really reat game!
SUPER BIRDIE RUSH (48%) Iss 21 Not techy enough for a golf sim and too slow for an arcade golfer.
SUPER BIRKURI MAN (24%) Iss 19 A laughably dreadful *SFII* rip-off with no variety and no fun.
SUPER BOMBER MAN 2 (94%) Iss 35
An all-round slight improvement on an already brilliant game. Playable and addictive beyond belief, *Super Bomber Man 2* is, quite simply, it.
SUPER BUSTER BROS (57%) Iss 14 A *Pang* conversion with no two-player mode. It doesn't really work.
SUPER DOUBLE DRAGON (61%) Iss 12
Decent graphics, but no challenge.
SUPER CONFLICT (69%) Iss 18
A strategy game which is simple and limited but still fairly compelling.
SUPER EMPIRE STRIKES BACK (79%) Iss 24
Re-run of *Star Wars*' platform action.
SUPER F1 HERO (51%) Iss 19
Scabby graphics, but fairly exciting racing – for about half an hour.
SUPER F1 GRAND PRIX (56%) Iss 19
Poor racing game with a top-down, Mode 7 viewpoint. Duff!
SUPER F1 GRAND PRIX 2 (53%) Iss 19
Even more unplayable than the original
SUPER FAMILY TENNIS (75%) Iss 22 Competent sim, but too basic to compete with the big guys of tennis.
SUPER GHOULS 'N' GHOSTS (87%) Iss 11
A challenge to knock your socks off. Surprisingly good!
SUPER FIRE PRO WRESTLING 2 (54%) Iss 18
Tons of wrestlers, but not enough moves. Very limited.
SUPER JAMES POND (55%) Iss 17
Humourous platformer with horrendous slowdown and very little challenge
SUPER KICK OFF (49%) Iss 14
Too fast, too wild, and the controls are too cumbersome. Check out *Striker*.
SUPER MET BOND (91%) Iss 36
Huge, complex and very playable futuristic adventure. Brilliant.
SUPER MARIO KART (82%) Iss 11
Original racing-collect-'em-up with split-screen tracks. Fun but not very varied.
SUPER MARIO WORLD (96%) Iss 4 This game's got it all – graphics, depth, challenge... It's absolutely wonderful!
SUPER NBA BASKETBALL (74%) Iss 18
This won't grab you if you're not a fan. And we're not!
SUPER PROBOTECTOR (88%) Iss 9 Unbelievable graphics and out-of-this-world gameplay.
SUPER PUNCH OUT!! (85%) Iss 37
What boxing games needed was a bit of variety in gameplay and a bit of excitement. This is it and top excitement it provides too
SUPER PUTTY (80%) Iss 23
Entertaining and varied platformer, but the controls are a bit awkward.
SUPER R-TYPE (71%) Iss 6
Stunning graphics, but let down by shallow gameplay.
SUPER SMASH TV (83%) Iss 5
Stupendously brutal, thrilling and rock-hard! An excellent blaster.
SUPER SOCCER (80%) Iss 6
Great visuals, a choice of teams and flexible controls, but it's unrealistic.
SUPER STAR WARS (87%) Iss 15
This isn't very original, but it's a great movie tie-in, with sumptuous graphics.
SUPER STREET FIGHTER II (97%) Iss 32
Utterly stunning in every respect. This beat-'em-up must be one of the most playable games ever made.
SUPER SWIV (83%) Iss 16
A classic , Super NES top-down blaster. Be warned – it's incredibly tough!
SUPER TENNIS (96%) Iss 5
One of the most playable and realistic tennis sims ever!
SUPER TROLL ISLAND (90%) Iss 29
Weird, huge, very playable and addictive platformer.
SUPER TURRICAN (75%) Iss 25
A good ol' fashioned slaughter fest, though sadly, a tad unoriginal.
SUPER TURRICAN 2 (91%) Iss 41
A superb, if slightly visually-dated, blaster which grips you from start to finish. The most potent shooter for some time.
SUPER WWF (81%) Iss 6
Even if you hate wrestling, this'll wow you. It looks and sounds great.
SYNDICATE (88%) Iss 37
Flawed but a fabulous idea for a game. Just watch what happens when you casually stroll in the middle of a crow of civilians and pull out sawn-off shotguns. Heh heh heh!
T2 THE ARCADE GAME (81%) Iss 25 A shoot-'em-up arcade game, which can use mouse or Scope.
TAZ-MANIA (55%) Iss 20
Fast and colourful racing game, but it's stupidly tough and soon gets boring.
TECMO SUPER BOWL (85%) Iss 26 Looks basic, but it's seriously playable. Loadsa fun!
THE MAGICAL QUEST STARRING MICKEY MOUSE (81%) Iss 13 Stunning game, but a bit easy.
THEME PARK 2 (93%) Iss 42
It's taken a while coming but the scaled-down simplicity and extra touches combine to make this the most satisfying version of *Theme Park*.
TIN STAR (82%) Iss 43
Tin Star feels like an gem of a game from the moment you plug it in but you can't help feeling short changed when it's nearly complete after one sitting.
TINTIN IN TIBET (79%) ISS 48
A sterling stab at bringing Tintin and his quiff into the '90s. Pity the gameplay remains lost in time...
TOP GEAR (93%) Iss 9
Fast, furious and fun racer – the best two-player racing game ever!
TOP GEAR 2 (87%) Iss 23
Same as its predecessor. If you've got that, it's pointless buying this.
TOTAL CARNAGE (74%) Iss 23
Ropey conversion of the excellent coin-op. The graphics are completely duff.
TROODLERS (87%) Iss 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.
TRUE GOLF CLASSICS (72%) Iss 11 If it's a realistic, rather than playable golf sim you're after, give this a whirl.
TRUE LIES (78%) Iss 40
True Lies is what you'd expect from an Arnie game. Fairly standard stuff with guns, blood and no real depth.
TURBO TOONS (53%) Iss 46
A half-hearted attempt at creating an overhead racer in the style of so many before. Leave it.
TURN 'N'BURN (60%) Iss 33
Sounds like it might be an ace flight sim, but is actually a simplistic shooter with not a lot going on.
TURTLES IN TIME (63%) Iss 10
Good-looking and occasionally quite fun, but it won't get the pulse racing.
TURTLES TOURNAMENT FIGHTER (90%) Iss 25
The next best thing to *SFII Turbo*.
ULTIMA:THE FALSE PROPHET (66%) Iss 32
A good choice for experienced RPG enthusiasts,the rest of the world are in danger of nodding off.
ULTIMATE FOOTBALL (71%) Iss 22 Arcade-style US footy game which looks good, but is too haphazard.
UNIRALLY (90%) Iss 39
Original, gripping and addictive. This massive cart also happens to be amongst the fastest racers ever on the SNES. Top fun.
UN SQUADRON (92%) Iss 10
A brilliant blaster. One of the best horizontal-scrollers around.
URBAN STRIKE (88%) Iss 45
Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a challenging cart.'
UTOPIA (71%) Iss 29
Sim City meets *Meta Marines*, except not as much fun as either.
VAMPIRE'S KISS (77%) Iss 46
Not for the beginner by any means, *Vampire's Kiss* is a true-blue platformer, designed specifically for the hardened gamesplayer.
VIRTUAL SOCCER (68%) Iss 24
Basic footy game which lacks finesse. Stick to *Sensible Soccer* or *Striker*.
VORTEX (85%) Iss 35
It takes a while to get into but your patience will be rewarded with a frenzied blaster. If you're investing this much dosh, you'll want to invest the time too.
WARIO'S WOODS (88%) Iss 45
It's an excellent puzzler which is very addictive. When it grips you, it'll have you glued to your screen for months.
WEAPON LORD (73%) Iss 46 A game with potential and an original angle, *Weapon Lord*, soon sinks into the vast cesspit of adequacy.
WILD GUNS (86%) Iss 40
The kind of game to reaffirm your faith in shoot-'em-ups. It's so packed full of gameplay that only the most ardent pacifist could fail to love it. Really.
WING COMMANDER (89%) Iss 14
Blasting flight sim with great graphics and thrilling combat.
WING COMMANDER SECRET MISSIONS (67%) Iss 24
This is identical to the original Basically an overpriced add-on.
WOLFENSTEIN (87%) Iss 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is brill.
WORDTRIS (61%) Iss 15
A nicely done puzzler, but it's not exciting or addictive enough.
WORLD CLASS RUGBY (65%) Iss 18 Fab two-player mode, but it's too frustrating to play on your own.
WORLD CUP STRIKER (92%) Iss 30
Quick, slick footy game without the dullness such games usually have.
WORLD CUP USA (88%) Iss 30
Solid, playable footy game with a licence and a silly mascot.
WORLD MASTERS GOLF (83%) Iss 44
A thoroughly entertaining golf sim which I must admit rather borders on being sexy.
WORLD HEROES 2 (80%) Iss 33
Options and characters galore. A bit thin on the gameplay side, but if you want a fight with a difference then this is the beat-'em-up for you.
WRESTLE MANIA (88%) Iss 48
This makes the transition from comedy wrestle-'em-up very smoothly. The lack of character stops this being a must-buy.
WWF RAW (74%) Iss 37
Okay but unimpressive in one-player mode, it changes into a mad thing when you get some mates to join in.
WWF: ROYAL RUMBLE (83%) Iss 19 A better game than the original, with lots of good, straightforward, old-fashioned violence.
X-KALIBER 2097 (71%) Iss 30
Acceptable but unremarkable scrolling slash-'em-up. For die hard fans only.
YOSHI'S ISLAND (94%) Iss 47
A superb addition to the *Mario* family. More of the same but with even more attention to detail. These people can't put a foot wrong.
YOUNG MERLIN (78%) Iss 25
Walk around a magical landscape collecting stuff... For a long time!
ZERO: THE KAMIKAZE SQUIRREL (81%) Iss 45
Very similar to *Aero the Acrobat* and just as much fun. Call it nostalgia if you like, but I miss games like this. This is platformer of high quality.
ZELDA III (93%) Iss 11
Fantastic adventure that's big, atmospheric, and very tough. A real laster this one.
ZOMBIES (92%) Iss 22
Fab-looking blaster with plenty of additional exploration and humour.
ZOOL (49%) Iss 26
Uh-oh.Some pretty graphics, but it's spoilt by dated gameplay. Another platformer to steer clear of.
ZOOP (31%) ISS 48
A few people who have tried it think it's good. They're mad. It's bad, Zoop, I'm afraid, is poop.

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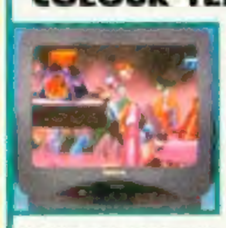

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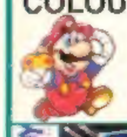

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● TOTAL! issues 1-47. £3 each for issues 1-5, all others £2 each or £60 the lot.
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● SNES for sale with *Aladdin, Star Wars, Sim City, Mario Kart, Mario All Stars, Bomberman* and *Turtle Tournament*, three joypads, five-way adaptor. £180 the lot.
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● Game Boy games – *Final Fantasy Legend* £10, *FF2* £16, *FFL3* £22, *Tiny Toons 2* £10, *Battletoads 2* £9, *Zelda* £6, *Kirby's Dreamland* £6.
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● *Street Fighter II Turbo* in metal box £200. No instructions. *Super R-Type*. No box or instructions £12 ono. £30 for both.
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● **Anyone with any NES games with full instructions and in good condition especially** ***Mario Bros, Super Mario Bros And The Lost Levels*** **(NES version),** ***Rad Racer*****, any** ***Dizzy/Link/Mario*** **games. Give me a buzz.**
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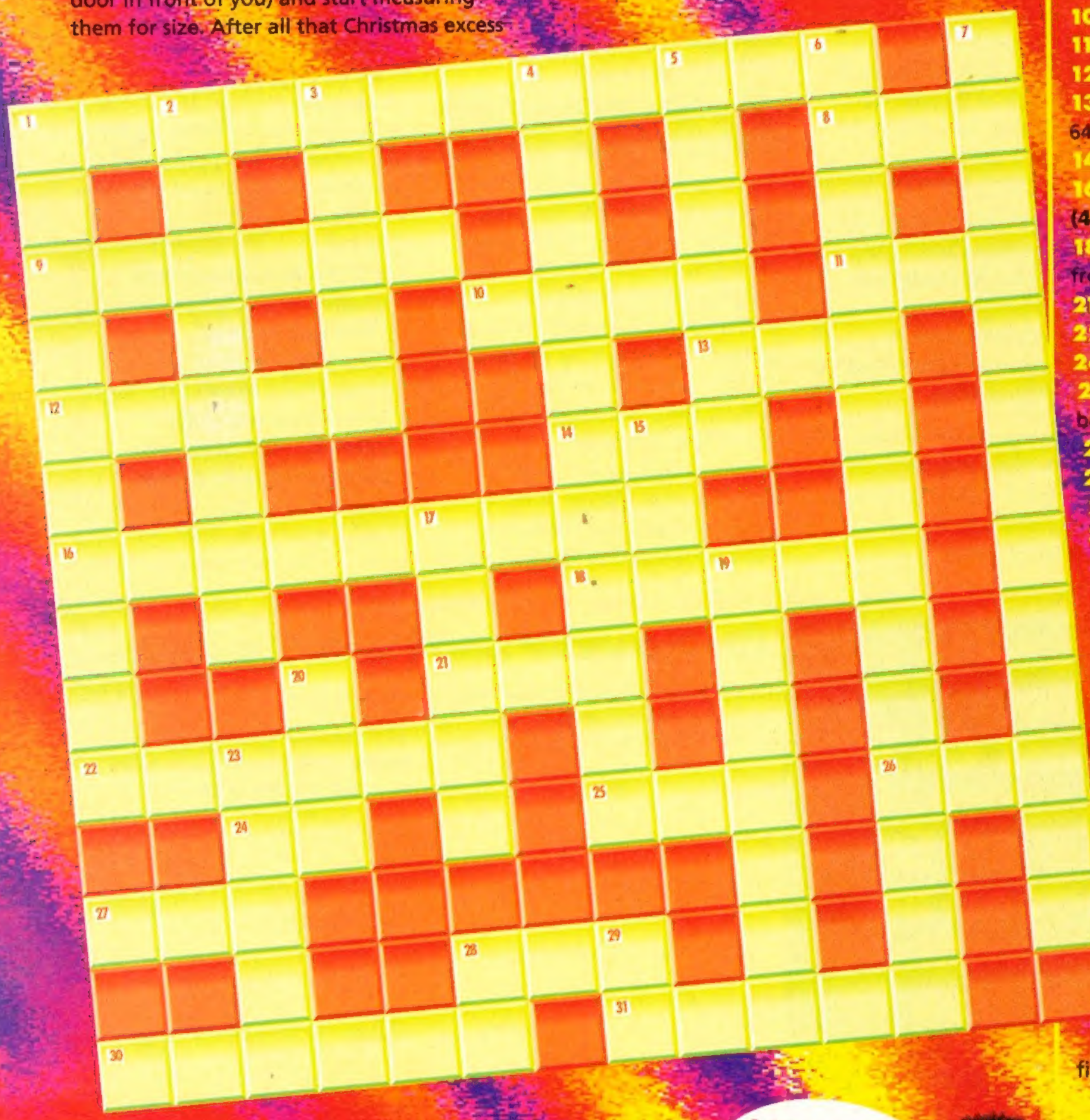
WIN 30 across on the Game Boy

Harder than Rob, crosser than Deb and – thankfully – nowhere near as simple as Danny, we give you the TOTAL! crossword.

Come on down, and across, as we set off on another bit of word-weaving in an attempt to create the vocabulary tapestry that is the TOTAL! crossword. Tap into that part of your brain that contains all the Nintendo words (it's right next to the bit that tells you whether you should push or pull the door in front of you) and start measuring them for size. After all that Christmas excess you could do with a bit of a work-out and where better to start than with your brain. So prepare yourself for the horizontal and vertical challenges ahead and get word-crossing. Send your pitiful attempts to The TOTAL! Crossword, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



Across

1 This prehistoric playground became a box office smash and then a top SNES title. **(8,4)**

8 The type of hockey that Wayne Gretsky plays. **(3)**

9 A real rimshaker of a game. Get it 'from down town'. **(1,1,1,3)**

10 ___gate a surprisingly good game. **(4)**

11 Little Danny's starsign. **(3)**

12 Rob's briefs are this size. **(5)**

13 *Golden*___ 007 is planned for the Ultra 64. **(3)**

14 ___ *The Duck*, a GB platform. **(3)**

16 Superb puzzle game from issue 44. **(4,1,4)**

18 ____ *Go! Go!* the bonkers racing game from issue 32. **(5)**

21 Stimpy's cartoon partner. **(3)**

22 The makers of *ISS Deluxe*. **(6)**

24 *Mario* __ *Missing*. **(2)**

25 ___ *of Fighting* was a poor beat-'em-up back in issue 26. **(3)**

26 Our brand new staff writer. **(3)**

27 Hungry Dinosaurs eat these. **(3)**

28 Snoopy, Pluto, Butch etc. **(3)**

30 The type of instinct you may have had this Christmas. **(6)**

31 Better than Blur we reckon. **(5)**

Down

1 A platform game full of the bare necessities. **(6,4)**

2 Nasty complaint that drivers get perhaps. **(4,4)**

3 ____ *Invaders*, the game that spawned a generation. **(5)**

4 *Vampire's Kiss* was the latest version of this. **(11)**

Name of a chicken from issue 25. **(6)**

These murderous salad item were on the Game Boy back in issue 9. **(6,8)**

7 Sylvester Stallone and Wesley Snipes played futuristic cops and robbers in this film which was later a platformer. **(10,3)**

__ Barnes from Coronation Street. **(3)**

The most famous Nintendo character. **(5)**

Leonardo, Michaelangelo, Raphael and Donnatello. **(7)**

___ *Vegas Stakes* is an old gambling game. **(3)**

23 ____ *Mansell*. The game isn't great, but it's not as boring as the bloke himself. **(5)**

28 __ *Franken 2* is a huge adventure with great graphics from issue 20. **(2)**

29 As opposed to stop. **(2)**

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